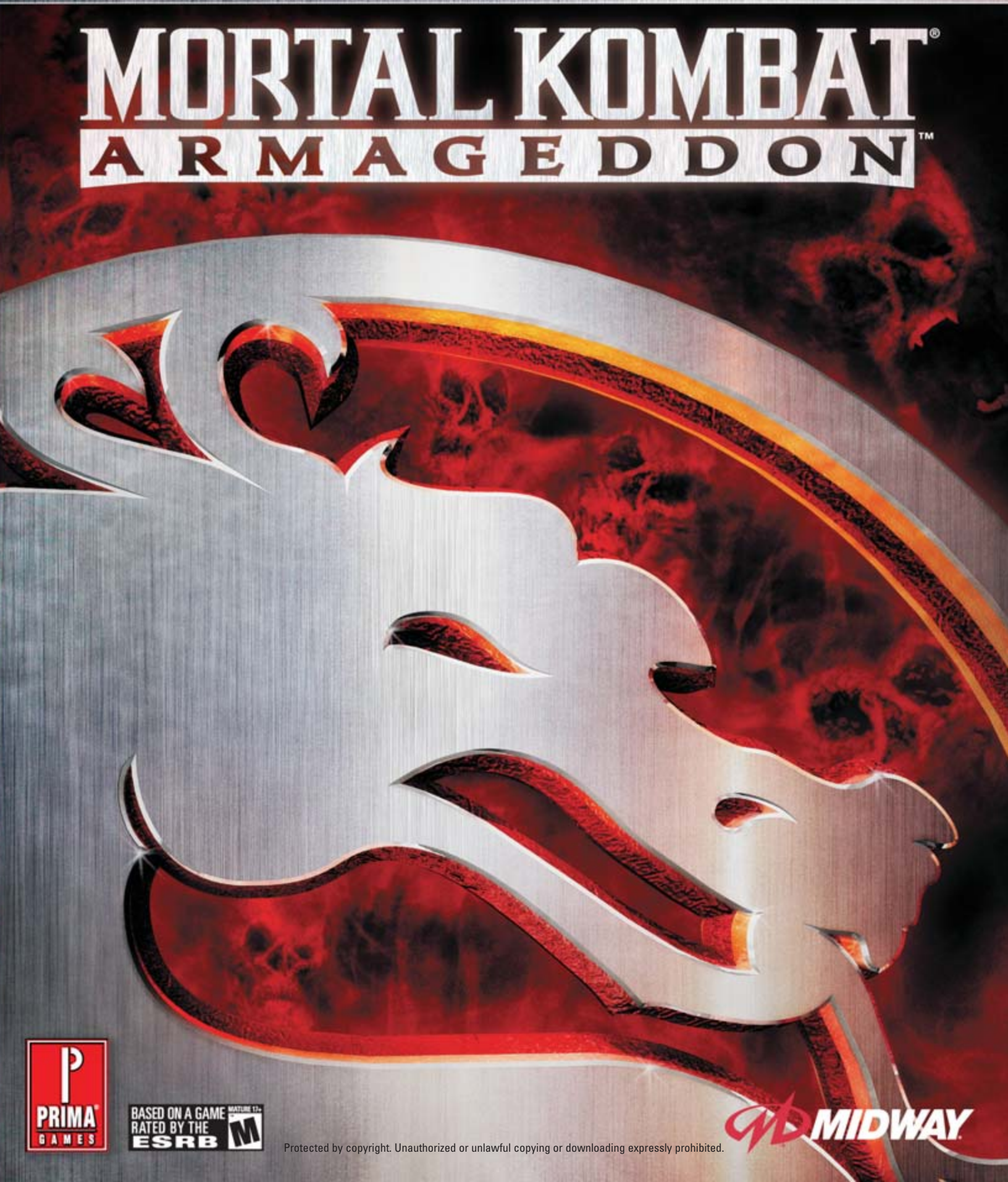
PRIMA® OFFICIAL GAME GUIDE

Complete Moves Lists and Fatalities

MORTAL KOMBAT®
ARMAGEDDON™



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MORTAL KOMBAT® ARMAGEDDON™

PRIMA Official Game Guide

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Introduction

The *Mortal Kombat®* franchise has a long history stretching back to the early 1990s, when the first *Mortal Kombat* title hit the arcades in all of its 2D fighting-game glory. With the decline of arcades, the series moved to consoles, starting with *Mortal Kombat®: Deadly Alliance™*. Now, as the next generation of gaming looms on the horizon, Midway is bringing the current generation of *MK* to a close with *Mortal Kombat®: Armageddon™*.

As the final *MK* title to grace the PlayStation2 and Xbox, *MK Armageddon* contains every character ever featured in a *Mortal Kombat* fighting game to date. This brings the character count to an astonishing 62 characters, all with a brutal history in the *MK* franchise. The blast from the past doesn't stop at the characters, as the development team has also included aerial combat, reminiscent of *Mortal Kombat® II* and *Ultimate Mortal Kombat® 3*.

Mortal Kombat: Armageddon will bring an end to the current generation of *MK*; the series will transition to next-generation consoles after this title. This guide will make sure you get the most out of the current-generation *MK* finale with strategies on aerial combat, ground combat, individual character strategies, a look at *Ultimate MK3*, and even an in-depth chapter on Motor Kombat.

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Basic Info and Terminology

To get the most from this guide and become a respectable player, you need to learn the basic terms used in this franchise and fighting games in general, as well as some basic skills you'll need to take your game to the next level. This section has everything you need.

Button Layout

This game allows players to customize their controllers to make fighting as easy and as comfortable as possible. To make things easier, this guide references the specific button commands in the game, instead of the buttons on the controller. In addition, all commands assume the player is facing to the right.

Controller Key

PS2 Notation	Xbox Notation	Move
■	X	Attack 1
▲	Y	Attack 2
×	A	Attack 3
●	B	Attack 4
L2	L	Change Fighting Style
L1	WHT	Pickup
R1	R	Block
R2	BLK	Throw
← + R1	← + R	Parry (while being attacked)
→ + R1	→ + R	Breaker (while being attacked)
→	→	Tap Forward/Inch Forward
←	←	Tap Back/Inch Backward
↑	↑	Tap Up/Sidestep Up
↓	↓	Tap Down/Sidestep Down
↗	↗	Tap Diagonally Up-Forward/Jump Forward
↘	↘	Tap Diagonally Down-Forward

Controller Key (continued)

PS2 Notation	Xbox Notation	Move
↙	↙	Tap Diagonally Down-Back
↖	↖	Tap Diagonally Up-Back/Backward Jump
→	→	Hold Forward/Walk Toward Opponent
←	←	Hold Back/Walk Away From Opponent
↘	↘	Hold Diagonally Down-Forward/Crouch
↙	↙	Hold Diagonally Down-Back/Crouch
← ←	← ←	Back Dash
↗	↗	Forward Jump
↖	↖	Backward Jump
↑	↑	Sidewalk Up
↓	↓	Sidewalk Down

Grounded Key Terms

PS2 Notation	Xbox Notation	Move
▲	Y	High Grounded Uppercut
■ or ●	X or B	Mid Grounded Kick
×	A	Low Grounded Kick
Hold R1	Hold R	Stay Grounded
⇦ + R1	← + R	Backward Tech Roll
⇧ + R1	↑ + R	Background Tech Roll
⇩ + R1	↓ + R	Foreground Tech Roll

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Basic Information

All *Mortal Kombat* players must know some basic information to become better players. These are key elements that many players either overlook or aren't aware of. Take a moment to familiarize yourself with this information, as it will be the basis of the advanced strategies covered later in this guide.

Fighting Stances

During the transition to the PlayStation2 and Xbox, the franchise was changed to include the addition of multiple fighting stances for each character. These fighting stances allowed players to shift from one fighting style to another with one button press.

In this game, the number of fighting stances per character has been cut down to a hand-to-hand fighting style and a weapon-based fighting style. Each fighting style offers a different set of attacks. To use your character to full potential, learn both of your character's fighting styles.

Canned Combos

Canned combos are strings of attacks that result in an uninterrupted assault on an opponent when executed with proper timing. If the first attack in a canned combo connects, your opponent will not be able to block any of the following attacks within that combo string. Many of the canned combos transition from one fighting stance to another or to an aerial combo.

Most of your offensive strategies involve connecting with the first attack in these canned combos, then executing the most damaging moves in your character's arsenal. To interrupt a canned combo, use a Breaker.

Movement

While this game relies more on combos and special attacks than anything else, movement is still a deciding factor in a win or loss. Most players make the mistake of either constantly rushing their opponent or standing in one place until they decide to attack. There should always be some sort of movement, no matter what the situation.

Even moving forward and backward, or sidestepping into the foreground or background is effective in the heat of combat. The more you move, the harder it is for an opponent to land an attack.

Frame Data

This game runs at 60 frames per second, and every attack is composed of a specific number of frames of animation. For example, Scorpion's backflip kick takes 30 frames of animation to hit an opponent. If the kick is blocked, Scorpion has 10 frames of recovery time. This is referred to as a 10-frame disadvantage, and means Scorpion cannot block, attack, or move in any way for the next 10 frames of animation.

If Scorpion's kick connects, however, he may have what is referred to as a 10-frame advantage. This means that Scorpion's opponent cannot block, attack, or move in any way for the next 10 frames of animation.

Frames are the most basic element of fighting games, but can be hard for beginners to understand. Think of frames as an amount of time. For every second, there are 60 frames. Therefore a 60-frame attack would take one second to hit an opponent. Likewise, if an attack has a 60-frame disadvantage on block, the character will not be able to block, attack, or move in any way for one second if the attack is blocked.

Throughout this guide, the terms frame advantage and frame disadvantage are used to describe specific attacks. While frame data is not as important to *Mortal Kombat* as it is to other fighting games, it still plays a part in advanced strategies.

Tech Rolling

When a character rolls off the ground, it is referred to as a tech roll. To tech roll, hold block and press any direction as you're getting up off the ground. Using a tech roll can keep opponents from attacking your character while you're on the ground. It forces your opponents to stop their current series of attacks when you hit the ground.

If your opponent is not using tech rolls, you can inflict a significant amount of damage after knocking your foe to the ground by using ranged attacks and other special moves. Most skilled players will tech roll every chance they get, so don't rely on attacks that connect when an opponent is on the ground. The combo information in the character section of this guide details the best combos to use for each character.

Multi-Tiered Areas

Many of the stages have multiple tiers where characters can fight. These stages have specific areas where a character can be knocked into the next tier or into a death trap. A character who is knocked into the next tier takes additional damage. The amount of damage depends on the area they were knocked into. Knowing

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where these areas are can change the flow of a fight. The Stage Strategies section of the guide details the multi-tiered stages and the death traps within.

Death Traps & Stage Hazards

Each stage features multiple areas where you can finish off the current round by knocking your opponent into a death trap. These death traps are marked on the ground by a red circular outline. If you stand inside of the outline, you can knock your opponent into a death trap, effectively ending the round no matter how much health your opponent has remaining.

In addition to death traps, many of the stages also feature stage hazards. These are marked in the same fashion as death traps, except that the circular outline is yellow instead of red. Stage hazards do not deplete your opponent's health bar, but they inflict additional damage.

Fatalities

Fatalities are a staple of the series since the original title hit arcades back in 1992. Midway has upped the ante by introducing kustom fatalities to replace the character-specific fatalities of the past. The kustom fatalities allow players to create their own mix of violence with a few well-timed command inputs. The kustom fatalities section of this guide details to the fullest every option available to finish off your opponent.

Weapons

Almost every character uses a weapon in one of the fighting styles. Certain stages also contain powerful weapons you can pick up and use against your opponent. When using your character's weapon, you can change back and forth at will between the weapon and your character's other fighting style. If you change fighting styles while using a stage weapon, however, you drop the weapon and have to pick it up to use it again. Weapons offer a variety of attack options, from canned combos to juggles, and can also be used during aerial combat.

Breakers

Breakers allow you to interrupt attacks, including canned combos and aerial combos. Each player is allowed to use up to three Breakers per match. The number of Breakers remaining is indicated by the lightning bolt emblem under your character's health bar.

Focus on using all three Breakers throughout the course of a match to interrupt your opponent's combos. Use them sparingly to ensure that you have a Breaker available when you need it, but if you lose a match with Breakers still remaining, you could have prolonged your death or won the match by using a Breaker near the end of the final round.

Parries

New to the series is the ability to parry an opponent's attack. When you parry an attack, you gain a small amount of frame advantage. You can use this frame advantage to stop your opponent's momentum and begin your offensive strategies. There is no limit to the number of parries you can use in a match, but be careful not to overuse them. A throw cannot be parried, and if you begin to overuse the parry, your opponent will start to use more throws to avoid being parried.

Practice Mode

To become a serious competitor, you will need to spend a good deal of time in the Practice Mode. Here you will be able to see all of your character's special attacks and canned combos, and can practice them all you like. Use the Practice Mode to perfect your execution of your character's special attacks and all the combos and juggles listed in the Character Guide section. The more you practice these attacks, the easier it will be for you to pull them off in the heat of battle.

Fighting the Computer

While fighting against the computer is not recommended, it's still a good way to hone your skills in a battle setting. The game features online play and the ability to play another person on the same console, but before you jump into a real match, make sure you're ready. Playing against the computer allows you to use canned combos and juggles under the pressure of combat, which cannot be duplicated in Practice Mode. After you can execute all of these attacks flawlessly against the computer, you're ready to take on human opponents.

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General Strategies

You can use certain strategies no matter which character you choose to play with. Knowing these strategies will help you become a better player by letting you take advantage of the depth featured in the fighting engine. You cannot become a top player with any character without first knowing these general strategies.

The Art of Fighting

The point of this guide is to make you a better player. To reach this goal, you must understand how a good player thinks while playing. This is referred to as the Art of Fighting. Study this section, because it serves as the foundation for taking your game to the next level.

Offense vs. Defense

Novice players assume that they have to attack all the time. Offense is important, but defense wins battles. Too many players rush in, mindlessly attacking their opponents with no plan or purpose. If you don't know when to block or evade, you'll never have the opportunity to attack. At the same time, if you play too defensively, you'll leave yourself open and your opponent will be able to attack at will.

Finding a good balance between offense and defense is the key to winning. If an opponent is constantly hitting you, step back and block or evade until your opponent makes a mistake or allows you to safely attack.

Bait and Switch

In this game, you can't wait for your opponent to attack, then block and counterattack. This is one big mind game—the one who plays the smartest wins. Because of this, you need bait to lure your opponent into an attack.

Most players react similarly to certain situations. For example, after blocking certain attacks, most players immediately attempt to counterattack. Use this knowledge to your advantage by using one attack instead of a full canned combo string. Your opponent, seeing that you have stopped attacking, will begin a counterattack. At this point, follow up your initial attack with a low attack that evades high attack, or a parry that gives you frame advantage and allows you to connect with a full canned combo. This is referred to as baiting your opponents—making them do what you want them to do so you can land a successful attack or combo.

Have Patience

Novice players tend to think they always have to be in their opponent's face and attacking. Mindless attacking is a route to defeat, so take your time and see what works and what doesn't. If something doesn't work, stop using that technique, pay attention to what your opponent did to stop or interrupt your attack, and figure out why it didn't work. If you can determine why an attack didn't work, you can use that knowledge to come up with better strategies. If you don't understand why your attack failed, you will never learn better strategies.

Using Frame Advantage

High-level play begins and ends with the use of frame advantage. Because the game is not heavily dependent on frame data, many players use frame advantage without realizing it. Under most circumstances, if you block an attack, you are free to counterattack before your opponent can block again.

Most players commonly know this, but may not know that frame data is the basis of this thought process. You can attack after blocking an opponent's attack because your opponent is at a frame disadvantage after their attack is blocked. Knowing how to fully use frame advantage and avoid frame disadvantage is a critical factor in becoming a good player.

Poking

Most of the attacks are not safe when blocked. Almost anytime you block and attack, you are free to counterattack without fear of interruption from your opponent. At any point during a match, your opponent can use one of three Breakers, but these inflict no damage and are of little concern when dealing with frame data.

Every canned combo in the game leaves you at a frame disadvantage. You can use a few single attacks

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with safety, however. Under most circumstances, these attacks are the first in a canned combo, so they are not only safe for you, but your opponent will be expecting the full canned combo. Instead, use the single attack, then go into a throw or low attack to confuse opponents and keep them on the defensive. These attacks are listed under offensive and defensive strategies in the Character Guide section.

Parrying

The parry is your primary source of frame advantage. After a successful parry, you'll have enough frame advantage to connect with almost any attack in your character's move list. Use this advantage to execute the best canned combo available for your character. These combos are in the Character Guide section.

Low Attacks

While you won't necessarily get frame advantage from a successful low attack, you will knock your opponent back, giving you space to move and time to set up your next attack. If you attack immediately after a low attack, a skilled opponent can block or interrupt your follow-up attack. Do not treat low attacks like parries; use them as a defensive measure to reposition yourself and get back on the offensive.

Know Your Surroundings

Your environment is a key part of the fight. Keep an eye on where you are in a stage and stay aware of the location of death traps and stage hazards. Using this knowledge to your advantage means the difference between winning and losing. This is really important, because you can win a round by knocking your opponent into a death trap or lose a round when your opponent knocks you into one.

Stage Weapons

Used properly, the weapons you can pick up within the various stages have a significant impact on the fight. Stage weapons are more powerful than the character-specific weapons and can deal more damage. You can't change fighting stances without dropping the stage weapon, but you can knock your opponent into the air, then follow up with an aerial combo.

Stage weapons also make it easier to knock your opponent into a stage hazard or death trap, because almost every attack using a stage weapon sends your opponent flying away. Knowing where the hazards and death traps are allows you to line up your opponent for a fatal attack.

Death Traps

Of all the various hazards and weaponry that are in each stage, the most important to look out for are the death traps. Because you can end the round in one blow, make it a priority to get your opponent's back to death traps and keep your own back away from them.

It's possible to knock your opponent into a death trap from the side instead of head-on, but your opponent can also knock you into a death trap from the side. It's difficult to knock your opponent into a death trap when your back is facing it, however. Focus on keeping your opponent's back in line with the death trap.

If an opponent knocks you down during this situation, use your tech rolls to move back into position, keeping your back away from the death trap.

Certain characters have special attacks that put them on the opposite side of their

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opponents. These attacks are detailed in the Character Guide section. If your back is facing a death trap, use one of these attacks to switch positions. This may, in some cases, mean taking a hit if your opponent blocks the attack and you're left at a frame disadvantage. But taking one attack is better than an opponent throwing you into a death trap.

Stage Hazards

Stage hazards come in many shapes and sizes and, while not as deadly as death traps, can add a good deal of damage to a combo or attack. Generally, treat stage hazards as you would death traps, but there are a few differences that need to be accounted for.

Both stage hazards and death traps can interrupt the transition from a ground combo to an aerial combo if the transitioning attack knocks your opponent away. This also affects stage weaponry, because almost every blow from a stage weapon knocks your opponent into a stage hazard or death trap, ending your combo.

If you knock an opponent into a death trap, you win the round. When the attack knocks a foe into a stage hazard, extra damage is added on to whatever attack or combo initiated the hazard, but the round does not end. This means you trade the damage you would have inflicted by finishing the combo for the damage inflicted by the stage hazard. In most cases, finishing the combo would have damaged your foe more than the stage hazard did.

During the heat of combat, stage hazards are sometimes unavoidable. Pay attention to your surroundings to make stage hazards work well for you. Stay clear of these hazards when you're on the offensive, and steer into them while you're on the defensive.

When the stage hazard activates, the player on the defensive takes a hit, which activates the hazard. After the hazard cutscene, the offensive player is forced to start where the game places him instead of right on top of the other player where he was before the stage hazard. This gives the defensive player time to regroup because the other player can't stay right on top of him.

Walls

There are no wall combos or anything of that nature. The walls play an important role within the game, though. When you have your back to the wall, you are unable to back-dash out of the way, and are locked down. You can still sidestep and duck to evade attacks, but your overall movement is limited.

If your opponent's back is to the wall, your foe's movement also is limited, but you still have to be careful. An opponent who cannot back-dash will rely on blocking. When blocked, almost every attack leaves you at a frame disadvantage. If your opponent is pinned down, escaping can be as simple as blocking and counterattacking. Mix in throws and low attacks to keep your opponent guessing while pinned to the wall.

Adjust your combo timing. When you knock opponents into the air in an open environment, they are pushed back. To follow up with an aerial combo, jump forward to pursue. An opponent whose back is to the wall will not be pushed back, so you must attack faster after your initial jump to time your aerial combo properly. If you use the same timing, your attack will come late, and your combo will fail to execute properly.

Ground Kombat

There are two ways to attack your opponent, on the ground and in the air. When attacking on the ground, you can use several strategies and tools to gain the upper hand in a match. Proper use of these tools and strategies will keep you away from death traps and keep your opponent on the defensive.

Parries

The parry is a powerful tool, but that doesn't mean you can abuse it and expect to see positive results. You have to use the parry wisely to maximize its effectiveness. The usual way to execute a parry is ←+N (PS2) or ←+R (Xbox), but you can also execute a parry by holding ← (PS2 and Xbox) as your character continues to back away from your opponent. When you see an attack coming, simply press N (PS2) or R (Xbox) and the parry executes.

A parry has a large window of time to interrupt an opponent's attack. You can initiate the parry before the attack and still connect, but you are vulnerable to a throw or low attack during the parry animation. Use the parry enough to get your opponent to hesitate before attacking, but don't use it too much, or your opponent will use more throws and low attacks.

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You cannot parry while getting hit or while in the air. Most of the attacks you will parry will be the first attack of a canned combo or a special attack. You can parry non-projectile special attacks such as Motoro's Propel with proper timing, as well. The more efficient you are at parrying, the harder it is for your opponent to mount a successful offense.

Breakers

Unlike parries, you can perform Breakers in the air or on the ground. However, you can use Breakers only three times within any given match. Under most circumstances, limit your use of Breakers to the end of a round when your health bar is low. Even if you use all three Breakers in one round, you are using them well if stopping your opponent's attack three times at the end of one round allows you to win.

If you're being forced into using all of your Breakers in one round, you are letting your opponent control the offensive flow of the match. Use parries and low attacks to regain control of the fight.

Aerial Kombat

High-damage canned combos come from transitioning from ground combos to aerial combos. This change to the fighting system opens several new strategy possibilities.

Ground to Air

Most of the damage from any given combo comes from the first few attacks in the combo. After the initial attacks, the damage is scaled back with each consecutive hit. Under most circumstances, a majority of the damage in a combo comes before the transition from ground to air. Because of this, take into account your surroundings when making the decision to transition.

If you are near a death trap, instead of making a normal transition from ground to air and completing your entire canned combo, knock your opponent into the air. Instead of transitioning with the rest of your canned combo, use an uppercut or some other attack that knocks your opponent back, into the death trap. The damage from the combo will be less, but the death trap will finish off your opponent, which is your overall goal.

Attacks that knock your opponent back are listed in the Character Guide section.

Aerial Finishers

There are two ways to properly finish an aerial canned combo. You can knock your opponent either across the screen or straight down at your feet. Both types of aerial combo are listed in the Character Guide section. You need to know when to knock your opponent away and when to keep your foe near you.

If you are in the middle of a stage and far away from death traps and stage hazards, you may want to knock your opponent farther away from you and closer to a death trap or stage hazard. This also holds true when your back is close to a death trap or stage hazard. Using a finisher to knock your opponent back gives you breathing room and the ability to move away from the danger.

If your opponent is low on life, keep the pressure on by using a combo ender to knock your foe straight down. Your opponent will not have much time to create distance between you, and will be forced to counterattack or take a defensive position. Either way, you maintain offensive pressure with your opponent near death.

Breakers

You primarily use Breakers on the ground, but you can also use them when an opponent is attacking you in the air. The game uses a scaling damage system that transitions to aerial combos, which means using a Breaker toward the end of a canned combo, after your opponent has transitioned into the air, cuts off only a small portion of damage. Use Breakers toward the beginning of a combo to stop a majority of the damage.

Evasion

Defense is composed of many different abilities. Parries and Breakers, as well as blocking, are the best forms of defense, but good players prefer to use evasion as a defensive method. Evasion is the most difficult form of

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defense, but evading an attack gives you more advantage than blocking an attack. Some characters are better at evading attacks than others, but a master of evasion is a difficult opponent, no matter which character is used.

Sidestepping

One of the best forms of evasion is sidestepping. Many of the attacks are linear, meaning that they do not hit you if you move to either side. Any attack that has a sweeping motion to the left or right hits you if you attempt to sidestep, but most characters cannot rely on these attacks and have to use linear attacks often.

You can sidestep a linear attack as it's being executed or in the middle of a canned combo. Maximize a sidestep by immediately going into a canned combo or a throw. The frame advantage you will gain from sidestepping an attack is small, but still large enough to start a canned combo if you're fast enough.

Continually sidestep when you're several steps away from your opponent. At this range, your opponent may use a projectile attack. Almost all projectile attacks are linear and you can sidestep them with ease from a distance. But if you are standing still and are close to your foe, it is more difficult to sidestep a projectile attack.

Tech Rolls

Proper use of tech rolls can mean the difference between life and death. If you are knocked down in an area near a death trap, tech rolling to either side can help you get out of the danger zone. In these situations, a smart opponent will keep the pressure on you by staying close and forcing you to make a mistake so your opponent can knock you into the death trap.

Using a tech roll to move to either side forces your opponent to move with you to keep your back to the death trap. Forcing your foe to move gives you more time to use a quick low, parry, or Breaker, and move out of the death trap area.

Tech rolling also prevents your opponent from hitting you on the ground. Many special attacks in the game hit players when they are stationary on the ground. A quick tech roll gets you out of harm's away and back on your feet, ready to defend against the next attack or go on the offensive.

Throwing

Throws are an essential part of any offensive strategy. Throws execute quickly and you can use them to counter an opponent who likes to abuse parries. Some throws allow you to follow up with an aerial combo, while others knock players into stage hazards and death traps from the appropriate range. The "Character Guide" section details the characters with the best throws.

When to Throw

All throws are high attacks and can be ducked. They are also limited to close-range combat. It is important to know when to use throws and when to use a different attack, such as a canned combo or low attack.

The best situation to use a throw is when your opponent misses a parry. When a parry command is given, the animation for the parry executes whether the parry is successful or not. And it's a long animation, giving you plenty of time to counterattack with a throw. All throws execute faster than the recovery time of a missed parry. It may take practice to improve your reaction time, but after you have that covered, it will be easy to counter every missed parry with a throw.

Another ideal time to use a throw is after your opponent misses a throw. The recovery time or frame disadvantage after a missed throw is similar to the recovery time of a missed parry. A throw misses because the opponent ducked. If you come out of a duck and go immediately into a throw, it will connect.

Throw Punishing

There are several ways to punish an opponent who likes to use throws frequently. Throws execute quickly and are hard to duck, but if you duck a throw, either throw back at your opponent or start a canned combo string. If your opponent attempts to throw at you and is too far away to connect, take this opportunity to counterattack with a canned combo string. Missed throws leave the attacker at a frame disadvantage, but the disadvantage is insignificant.

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You have to be quick to punish throws if you expect success. If you use the strategy of backing up to parry an attack, many throws may miss as you back out of range. You need to be fast, but every time this happens you should counterattack to inflict some easy damage.

Special Attacks

This game does not heavily focus on special attacks. That does not mean they are useless. You can use special attacks to punish missed attacks and keep your opponents on their toes from a distance.

Some special attacks can serve other purposes outside of attacking. For example, a Teleport special attack moves you across the screen and behind your opponent. Learning when and how to properly use special attacks helps round out your skills.

Projectile Attacks

Do not use projectile attacks when you're close to your opponent. You may get lucky and connect with one every once in awhile, but against any good player it's bad to use projectile attacks at close range. If your attack is blocked or sidestepped, you are at a severe frame disadvantage and are left open to any counterattack your opponent wishes to use.

Use projectile attacks from a distance to keep your opponent on the move. While a stationary opponent is easier to catch, you can force your opponent to move toward a death trap or stage hazard if you sidewalk and use projectile attacks to make them sidewalk in the direction you want them to move.

Close the distance between you and your opponent as you mix projectile attacks with sidewalking, and soon you'll have the foe's back to a death trap, right where you want it.

There are a few exceptions to this rule such as Scorpion's Bloody Spear or Sub-Zero's Freeze Ball, projectile attacks that don't simply hit your opponent and inflict damage. For strategies on how to use these special projectile attacks, see the Character Guide section.

Position-Changing Attacks

Many characters have special attacks that move them across the screen or behind their opponent. Some of these attacks, such as Noob's Teleport, will inflict damage on an opponent, while others, such as Motoro's Teleport, will not. Use these attacks to move across the screen or get behind your opponent, and get out of a tight situation.

Their primary use should be to get you out of a potentially hazardous situation. If your back is to a death trap, you can use one of the Teleport attacks to get behind your opponent and away from the danger of instant death. You may take some damage if your opponent anticipated the Teleport, but it's still better than getting knocked into a death trap.

A Teleport attack is also effective against an opponent who likes to shoot projectiles from across the screen. When the projectile is launched, your opponent is vulnerable to attack. Without a Teleport, you would be too far away to mount a counterattack. A Teleport closes the distance between you and your opponent, and allows you to counterattack with ease.

Grounded Attacks

The game features a unique ground kombat system. The grounded opponent is considered standing, and most attacks connect even when an opponent is on the ground. Because a character on the ground is considered to be standing, however, an opponent can block any attack you use. Most skilled players do not allow you to attack them while on the ground, but that also opens them to throws and other setups.

Test your opponent by using a Teleport, projectile attack, or any special attack that sweeps across the ground from a short distance away to see if your foe blocks. Continue to use these attacks until your grounded opponent blocks. At this point, you have your opponent trained to block while grounded. Rush and use a throw or mix in a low attack to break your opponent's guard and continue your offensive.

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Stage Strategies

Arena as Arsenal?

Several of the arenas employed in the vicious Mortal Kombat tournaments are as deadly as the weapons each fighter carries. Instant-kill zones called death traps can end a fight with one punch, no matter who has been dominating the match up to that point. Special weapons, like hammers, can tip the scales in favor of the fighters fast enough to grab them after the round begins. Many stages have multiple areas, each with different death trap sites. Knowing where you stand at all times is critical to victory.

Death Traps

There's more to fear than a jaw-shattering uppercut in certain stages—death traps end a round instantly. There's no chance for the victor to claim a Fatality, but there's also zero possibility that the victim will claw his way back from the brink of doom, either. Death traps, like lava pools and acid baths, are marked with red lines. These lines either arc around the death trap area, marking areas you should never back yourself into, or lie right along the edge of the kill zone.

The easiest way to lose a match is to keep your back to a death trap, so always be aware of the red lines in the arena when fighting.

Tiers

Many stages are multitiered; some have more than three areas into which you can launch your opponent. The breakaway surfaces, such as walls or gates, are marked with yellow lines. When you pass into another tier, you cannot retrace your steps. If you access a new tier during Round 1, for example, you fight the other rounds in the new tier. Two stages—Hell and Outworld Spire—work as endless loops, recycling tiers as long as the kombatants keep knocking each other off the current platform.

Weapons

Several stages contain weapons that are stronger than those held in each kombatant's arsenal. The war hammer is a wicked bludgeoning tool, for example, that can launch a rival into the air. This is a great way to make use of a breakaway wall or death trap, but if you're a skilled aerial fighter, you can also use the hammer to start a powerful combo.

The stage weapons are in a central location, often marked by a green glow. As long as you do not switch fighting stances, you hold on to the stage weapon. Should you switch back to your unique weapon or empty your hands, the stage weapon returns to its original site.

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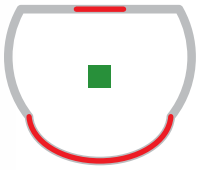
Stages With Extras

Use the following legend to identify the features on every stage in this section:

Map Legend

Death trap | Tier division | Weapon

Armory

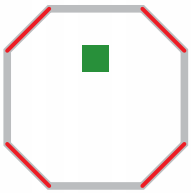


Death Traps: 2
Tiers: 1
Weapon: War Hammer

The Armory is a hellish platform surrounded by molten lava. The circular arena hosts a single weapon—the war hammer—a brutish blunt-force instrument that works perfectly for smashing opponents into the stage's pair of death traps. The war hammer does solid damage, but it is unwieldy and slow.

The arena's outer ring, opposite of the giant machinery, is rife with risk. Do not get backed against the short railing, as a launching attack (like an uppercut) will send you flailing into the lava. The giant roller on the other side of the arena is just as deadly. Backing opponents up to the conveyor belt at the stage's edge primes them for the death trap. A strong strike knocks them over the red line and onto the belt, where no amount of running grants escape from the bone-crushing roller.

Battle Arena



Death Traps: 4
Tiers: 1
Weapon: Wrath Hammer

The smaller wrath hammer graces the Battle Arena, a stage laden with four instant-kill zones into which wielders of the hammer can smack their opponents. The death traps, positioned on the octagon-shaped arena's four diagonal sides, offer death by everything from fire to acid.

If you are the first to snag the wrath hammer, you have a good shot at lining your foe up with a death trap. If you're on the spectator side of the wrath hammer, stay toward the arena center to deprive your opponent of such grisly delights as your impalement in a pit of spikes.

Launch your opponent into the spikes for an instant kill and a gory finishing scene.

A bubbling acid pool sits to the right of the wrath hammer. Line up your shot and belt your opponent into the green goo.

A lava pit spits and gurgles, waiting to swallow any brawler unlucky enough to be pinned against the death trap.

The grinding gears on the outer edge of the stage can chew up an opponent in seconds.

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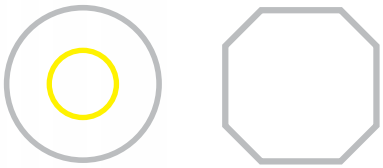
Bell Tower

Tier 1 Tier 2



Death Traps: 2
Tiers: 2
Weapon: —

The Bell Tower returns in with two unmarked death traps, so players will have no warning before falling to their doom. The top tier is safe from harm aside from a few breakable objects that will not add any additional damage. There is a series of bells on the stage's bottom tier, accessible by slamming a fighter into the massive bell in the top floor's center.

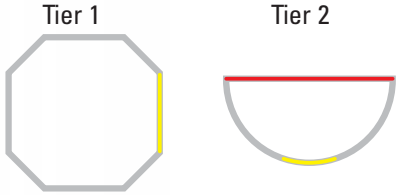
After blasting opponents against the bell and sending them crashing to the floor below, you can jump down and tenderize them further by smashing them against the smaller bells that surround the arena. These bells and gongs do extra damage to opponents unlucky enough to be kicked or punched into them.

If you can launch a rival into the air in the center of the bottom tier, your foe flies up into the central bell and, after rattling around for a moment, drops back to the floor as a torrent of bats escapes the bell.

On either side of the bottom tier are gold bells that are rung by large wooden logs throughout the match. These are where the unmarked death traps are found. If you back your opponents up to one of these two bells and launch them into the air, they crash down through the flooring and fall to their deaths on the spikes below. To add insult to injury, a rat appears to horde one of their severed limbs.

Evil Tower

Tier 1 Tier 2



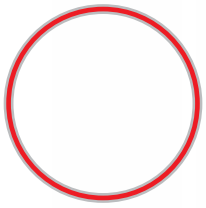
Death Traps: 1
Tiers: 2
Weapon: —

The Evil Tower returns, as fighters trade blows under the watchful eyes of cloaked clerics. The small top-floor area features a few hazards, such as breakable pillars that can disrupt juggles or add damage to successful combos. The second tier is down a long flight of stairs, in front of the swirling vortex.

After pushing your opponents down the flight of steps to crash over a debris pile at the bottom, you can back them up to the edge of the arena's bottom tier. The red line signifies a death trap, and indeed, if you can force an enemy over the stage's side during a launching attack, the kombatant is sucked into the vortex and destroyed.

The bottom tier is smaller than the top one, and has no stage hazards to speak of—just the deadly vortex that silently waits to be fed a new flesh sacrifice.

Falling Cliffs



Death Traps: 1
Tiers: 1
Weapon: —

The Falling Cliffs is a small circular arena teetering over a sea of spikes that instantly kills any player launched off the rapidly shrinking stage edges. As the fight rages, bits and pieces of the arena fall away, shrinking the borders of the stage. The first land loss happens only seconds after the match's start, with subsequent breakage every 10 seconds thereafter, until the stage becomes the smallest in the game.

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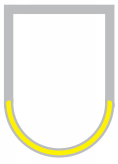
Launching an opponent over the stage's side sends your foe to certain doom, but if you cannot pull off a launch move because of successful blocks, hold your rival against the stage's edge until the next section of the area crumbles. The ground shakes for a second before the land disappears, putting the opponent off-balance (this is easy to recover from with an evasive maneuver). Use those off-balance seconds to deliver the crushing blow that seals your opponent's fate on the spikes below.

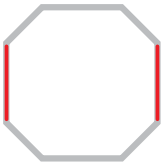
Be careful near the stage's edge as your opponent is not the only fighter who can take a plunge to the spikes. If both fighters are standing too close to the edge when the land disappears, you'll both fall to a bloody death.

Fire Well

Tier 1



Tier 2



Death Traps: 2
Tiers: 2
Weapon: Hot Poker

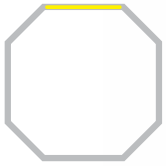
The Fire Well is a two-tiered arena that drops the brawlers onto a small platform nestled between two grisly conveyor belts that look like death traps but are too far away from the fighting area to be dangerous. Instead, the only notable feature of the top tier is the semicircle of breakaway railing that leads down to the foundry. A strong kick or launch move sends your opponent flying through the railing to land flat in the lower tier.

The arena weapon—the hot poker—is located in the center of the bottom tier. The poker is not as powerful as the hammers, but it's effective at battering opponents, softening them up for the kill, or pushing them into corners where they are susceptible to death traps.

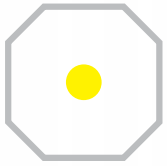
There are two death traps on the Fire Well's bottom tier. Conveyor belts on each side of the arena are crushing stones beneath titanic wheels. Back your opponent up to the red line along the conveyer belt's base for a launch into the death trap. The unfortunate soul flops onto the belt and rolls beneath the wheel, which has no difficulty doing to bones what it does to rocks.

Goro's Lair

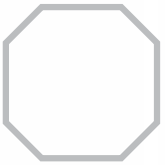
Tier 1



Tier 2



Tier 3



Death Traps: —
Tiers: 3
Weapon: —

Prince Goro, the four-armed warrior who has terrorized fighters since his debut in the original Mortal Kombat tournament, lurks beneath the surface in a series of caverns. His lair is divided into three tiers. The first two are connected by a series of gated tunnels that spider out from the first chamber.

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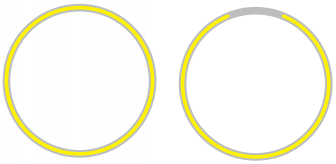
Back opponents up to one of the gates (which shimmer a telltale yellow in the torchlight) and kick them through the bars. Their bodies flop and flail, rolling through the tunnel to one of Goro's other chambers. The gates on the exits in this chamber are too strong to break through, but the weakened ceiling offers access to an upper level.

A launching punch or kick in the dead center of the room sends your opponent flying through the ceiling and into the upper chamber. This room is the arena's final tier. You cannot break the gates, and you cannot crack the floor or ceiling again to move to another tier.

Hell

Tier 1 Tier 2



Death Traps: —
Tiers: Infinite
Weapon: —

Hell is a fight that will not end. This arena is an endless loop of platforms, descending deeper and deeper into the fiery abyss. Even though the arena is surrounded by boiling lava and gruesome demons, there are no death traps in this stage. The smallish circular arenas stacked on top of each other offer nowhere to go but down, so stay away from the edges to prevent being knocked out of the current tier.

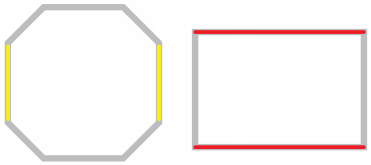
Not only will you take damage from the blow that launches you over the edge, but landing on the next tier, hundreds of feet below, shaves precious health off your fighter's health bar.

None of the tiers are encircled by a yellow line. The outside of the initial tier, surrounded by rock spires and molten lava, is a breakaway zone where you can punch an opponent out of the arena. Your foe falls through the air and lands on a carved stone circle surrounded by a river of lava. There is no death trap on this tier.

Push your rival to the edge of the tier—just like the tier above it and the dozens below—and smash him off the edge to force him down on another level, which looks like the starting arena.

Hell's Foundry

Tier 1 Tier 2



Death Traps: 2
Tiers: 2
Weapon: —

Hell's Foundry is a two-tiered arena with a smaller upper level and a larger bottom half that contains an identical pair of death traps. The upper tier, where the battle begins, looks out over the foundry, a factory full of molten metal and casting instruments. It hints at the infernal death traps that await below. But first, push your opponent to the edge of the tier with no rail.

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Backed against the tier's edge, launch your opponent off with a devastating punch or kick. Your rival flops against a wall, then slides to the lower tier. Once on the bottom floor, you have a wide open stage to rumble, exchanging blows.

The death traps are on the tier's opposite sides. Molten metal is fed through a mold that shapes it. The base of the molten metal is marked with a red line. Push your opponent against it and follow that with a launch onto the production line. Your opponents slam against the back wall and fall on to the metal, trying to get up before the mold slams down and crushes them.

Lumber Mill

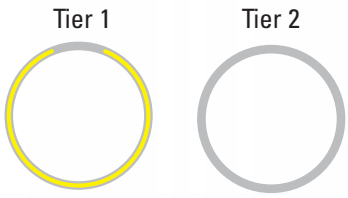
Death Traps: 1
Tiers: 1
Weapon: —

The Lumber Mill is a small single-tier stage set. The square arena is surrounded by walls you can back your rival into, juggling your enemy for a few blows before he drops against the ground or breaks your combo. There is only one death trap in the Lumber Mill, a grinder than reduces the timber scraps to splinters. It does the same to the bones of an opponent who gets knocked into the gears.

The death trap is behind the first player's starting position on the screen's left side. Back your rival up against the arena's edge, so that his back is brushing against the spiked rollers. With a launch attack, your opponent flies into the grinder, where the gears tear your foe to pieces, spitting the results at the screen in a satisfying display of gore and guts.

Meteor Storm

Death Traps: —
Tiers: 2
Weapon: —



The Meteor Storm arena is a two-tiered stage. The upper tier is a circular platform. With the exception of an ornate gate, the tier's outer ring is a fall zone from which you can kick your opponent to the bottom tier. The lower-stage tier is another circular arena, a little smaller than the upper tier.

There are no breakaway zones down here. After you're on the bottom level, you're stuck until one fighter falls. Meteors scream through the eternal night sky, but they never crash on the arena to cause damage to the fighters, and there are no weapons or death traps, so it's up to you and your prowess to beat your rival into submission.

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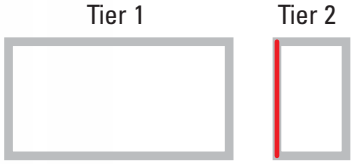
Nethership Interior

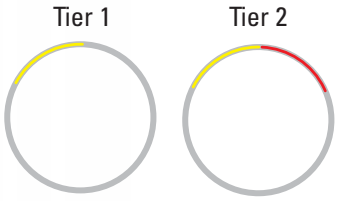


Death Traps: —
Tiers: 2
Weapon: —

The Nethership glides through the Outworld heavens, delivering death and misery wherever it finds port. Inside the aerial ship, fighters duke it out among the swinging bodies of crew members who lost hope of ever reaching anything resembling salvation. The ship is divided into two tiers. The fight begins on the upper deck, a small strip that overlooks the ship's larger hold.

Bash your opponent through the railing that divides the deck from the hold to access the lower tier. Down here, you have more room to move. Watch out for the swinging bodies, which can disrupt combos and juggles and obscure your view as you circle around your rival in hope of delivering a critical blow.

Outworld Spire

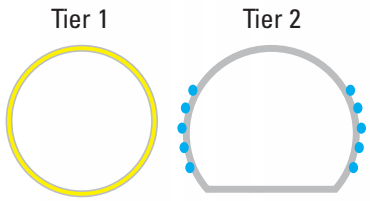


Death Traps: 1
Tiers: Infinite
Weapon: —

Like Hell, the Outworld Spire is another endless loop of tiers, connected by a staircase that descends into the Outworld's core. To knock your opponent down the stairs, extracting health with every slap against the steps, back your rival up to the yellow line that marks the top of the stairwell. A launching blow sends an opponent reeling, bouncing, and flopping down the steps to come to a rest at the next tier—very similar to the previous tier.

The only way to break this cycle is to defeat your foe by means of regular combat or by swatting them over the railing that marks the death trap, which is to the right of the staircase. When blasted over the railing, rivals plummet through the air before becoming impaled on an ornate chandelier.

Reptile's Lair



Death Traps: —
Tiers: 2
Weapon: —

Reptile's Lair is a creepy arena of snake worship, with massive eggs that look ready to hatch otherworldly monsters. The two-tiered stage begins with a bout on an upper level, a small circle with an almost completely breakaway railing. There's not much room to move on this upper tier, and the action shifts to the lower larger tier within a few seconds of the match's beginning.

The eggs positioned along the outer ring of the bottom tier break the fall of the downed fighter, and the venomous green goo that erupts from the shattered shell causes extra damage.

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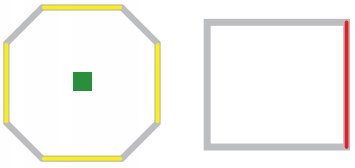
The ring of eggs continues to pose a threat to brawlers pushed up against the bottom tier's exterior edge. Any intact egg is a ticking time bomb, waiting to be set off by a fighter launched into its fragile shell. You can only break an egg once. If you launch a fighter into a broken egg, your opponent will never get off the ground or initiate the animation for the egg damage.

The pillars on the ground floor are breakable. Anyone kicked through them suffers slight damage.

Sky Temple

Tier 1 Tier 2



Death Traps: 3
Tiers: 2
Weapon:
War Hammer

The Sky Temple is positioned on the roof of a looming tower that pierces the clouds—a dangerous place to be in the middle of a lightning storm. Crackles of electricity pierce the night sky, illuminating the arena in harsh light. The two-tiered arena is broken into the rooftop section—a small square zone with four breakaway railings—and a balcony. Breaking through the railings drops you down (way down) to the balcony.

The top section of the stage has one war hammer, a vicious fighting tool that can whomp brawlers clear off the side of the building if you nail them close to one of the railings. The instrument is useful for triggering the death trap on the lower tier, as well as for knocking rivals over the rooftop area's side.

On the lower tier, do not back up against the death trap area, a large breakable gate marked with a thin red line. A player kicked through the gate is finished. The fall from the balcony tier to the ground is thousands of feet, resulting in a spectacular dive but a less-than-graceful landing.

Subway

Death Traps: 2
Tiers: 1
Weapon: —

The Subway scene takes place underground in a busy transit station. The arena is empty of commuters, which is a good thing, because the train station is about to be bathed in crimson. The single-tiered stage stretches out lengthwise, giving brawlers ample room to exchange blows unless they switch the fighting axis to the perpendicular, between the two tracks. That's when the death trap becomes a serious issue.

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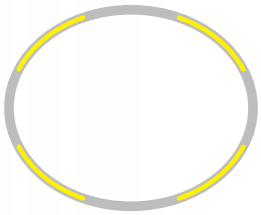
The platform edges are marked with a red line, indicating woe for all who pass beyond it. If you can back rivals up to the edge and launch them over it, they fly up through the air and hit the tunnel wall. The opponent falls helplessly onto the tracks, just as a train pulls into the station at full speed. The resulting mess will require an army of janitors to clean up.

Watch out for a few scattered benches in the subway station, lest they mess up your combo or juggle.

Tekunin Prison

Death Traps: —
Tiers: 2
Weapon: —



The Tekunin Prison is a round chamber that serves as the central nervous system for the techno-penitentiary. Large droning fans circulate the air in the room, and offer an amusing way to injure a rival brawler in the middle of a fight.

Each fan is marked with an arcing yellow line on the ground in front it. If you are backed into the area beyond the line, you're in danger of being launched into the fan system. An uppercut or sweeping kick launches you into the fan blades, which break while knocking you around the air duct. The suction pulls you up into the ceiling, violently bouncing you around before unceremoniously spitting you out through a vent. This process causes a little damage.

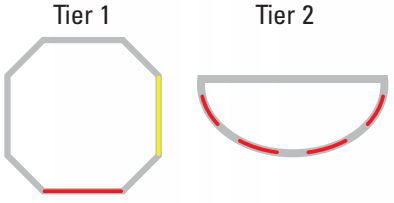
The room is also full of screens you can use to damage opponents. The large green map screens shatter when you push a rival into them, and mounted screens along the outer wall (they flank the massive fans) give players a quick jolt that frazzles their health bar.

There are also little monitor drones that hover about making sure the kombatants do not escape. Hitting one of these drones, either by getting knocked into it or jumping into it, will cause it to rocket away and blow apart. However, these drones will not add additional damage to the kombatant to initiate their destruction.

When you have finished beating your opponent to a pulp, you can let the stage finish them off for you. There is a large fan on the ceiling in the middle of the stage. After the announcer has proclaimed that it's time to "Finish him!!" uppercut your opponent in the middle of the stage, and they'll get chopped up in the ceiling fan.

Wastelands

Death Traps: 5
Tiers: 2
Weapon: —



The outer reaches of the Wasteland set the scene for a fierce battle between rival kombatants. A crumbling fortress serves as the battleground, complete with a flaming catapult ready to fling loose-footed fighters into

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the great beyond. The top tier is a mid-sized arena with plenty of open area for movement and juggles, but it also has one death trap and a breakaway wall that leads to the lower tier.

A catapult loaded with a burning payload is behind the first player's starting position. The red death trap line arcs around the exposed flames. You can launch a player into the fire, which triggers the catapult to fire its load into the distance.

The tall gate with the yellow line is the breakaway spot. An opponent kicked into the gate bounces down a flight of stairs to a lower battle platform, where there are four fiery catapults ready to hurl their deadly payloads.

The four catapults on the lower tier are pointed at the twin towers on the distant battlefield's opposite side. If you're launched into one of the catapults, you'll soon be a red streak across the night sky before coming to rest face-first in the tower wall. It's a brutal end, so keep close to the stairs that connect the two tiers rather than tread dangerously near the four death traps.

Basic Stages

The following stages all are single-tiered, with no weapons or death traps. Use these stages to finish a fight using only pure skill at combos, juggles, and aerials. Each ring has limitations, but there are no wall effects that disrupt chains. Some arenas have stage hazards that can interrupt combos and linked moves, however, and these are noted.

Pyramid of Argus: The mystical site offers a clean open arena for fighting.

Soul Chamber: Diabolical arena with four green orbs that act as stage hazards.

Botan Jungle: Large open area with plenty of room to initiate juggles.

Arctika: Chilly open arena without any stage hazards to interrupt your powerful combos.

Lin Kuei Palace: The sacred palace's interior offers no impediments—just an open arena with plenty of room to maneuver.

Netherrealm Cliffs: Set against a bubbling volcano, the cliff site is a wide open single-tiered arena—the largest in the game.

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Shinnok's Spire: The interior of the spire is roomy enough to host epic fights between skilled kombatants.

Shinnok's Throne Room: The throne room is a massive chamber.

Reiko's Throne Room: Detailed maps decorate Reiko's Throne Room.

Shao Kahn's Throne Room: The dimly lighted throne room is a large circular chamber without any stage hazards.

Shao Kahn's Balcony: Shao Kahn's Balcony overlooks the most inhospitable regions of the Outworld.

Scorpion's Lair: The undead ninja's secret lair is exposed in this open arena.

Edenian Ruins: The father of Taven and Daegon created the Edenian site to facilitate the rise of the Pyramid of Argus. Now the ruins only facilitate bloodshed.

Krimson Forest: Nestled within ancient trees, the Krimson Forest hides the entrance to the Red Dragon stronghold.

Red Dragon Caverns: The Red Dragon Caverns are another open arena, surrounded by tech and machinery.

Chamber of Daegon: Daegon's lab features a crimson dragon—fortunately, the serpent does not interfere with the battle.

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Konquest Mode

Konquest Mode plays like an adventure game mixed with combat specific to Konquest Mode, as well as the standard 3D fighting for which the series is known. In Konquest Mode, you play the role of Taven as he progresses through the backstory.

Button Layout

Konquest Mode uses a control scheme different from that of the standard fighting game. These controls are specific to Konquest Mode.

Controller Key

PS2 Notation	Xbox Notation	Move
■	X	Punch/Break Object
▲	Y	Uppercut/Break Object
×	A	Kick/Break Object/Action
●	B	Throw
●,■	B,X	Throw Slam
●,▲	B,Y	Throw Punch
L2	L	Konquest Relics Grid
L1	WHT	Supermove Prompt
R1	R	Block
R2	BLK	Map
R1+■	R+X	Roll Forward
R1+×	R+A	Roll Backward
L1+▲	WHT+Y	Supermove: Ground Pound
L1+■	WHT+X	Supermove: Fireball
L1+●	WHT+B	Supermove: Escape Move
L1+×	WHT+A	Supermove: Time Stop

Map Key

Each area has a map that shows your location, as well as your next objective point's location. These maps are also at the beginning of each area walkthrough in this section. The maps in this section include additional information such as the location of treasure chests, checkpoints, and relic items. The key here indicates what the icons on these maps represent.

Map Legend

Checkpoint	Objective
Chest	Power-Up
Hidden Chest	Relic
Map	Soundtrack

Hints and Tips

While everything can be unlocked via the Krypt, you can also unlock a plethora of alternate costumes, soundtracks, and other goodies as you make your way through the Konquest Mode. There are also many difficult adversaries you must defeat and traps through which you must navigate. To do this, you need to understand the basics of Konquest Mode.

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Objectives and Checkpoints

As you travel through each area, you move from objective to objective as the story progresses. Every time you reach an objective point, you also reach a checkpoint. Checkpoints serve as game saves. If you die, you start over at the last checkpoint you crossed. You can also elect to save your game at the last checkpoint, using the pause menu, and continue Konquest Mode at a later time.

Obstacle Courses

Every area in Konquest Mode features some sort of dangerous trap through which you need to navigate. These traps are referred to as obstacle courses, and failing to navigate them properly can mean instant death. At the beginning of most obstacle courses is a magnifying glass. Touch the magnifying glass to be shown a secret item somewhere within the course.

Konquest Kombat

In addition to fighting in standard Mortal Kombat battles throughout Konquest Mode, you also have to fight against enemies in special Konquest Kombat battles. In these battles, you may be fighting one enemy or a large number of enemies. Konquest Kombat battles end either when you conquer a boss character or when you defeat a specific number of enemies.

Most Konquest Kombat battles in Konquest Mode are easy to win. Use the punch attack over and over until you defeat an enemy, then turn to the next enemy and repeat the process. If multiple enemies swarm you, use the Ground Pound to clear them out and continue with the original strategy. Every enemy you defeat will replenish a small amount of Taven's health and super energy, so even if you take a few hits, one Ground Pound will replenish your life under most circumstances.

Note

Some Konquest Kombat battles are difficult. The strategies for these battles are described in the Konquest Mode Walkthrough section.

During most Konquest Kombat battles, a gore gauge appears on the screen's right side. The gauge fills as you defeat enemies. When the gauge is full, you have won the battle.

Relic Items

As you progress through Konquest Mode, you come across relic items. For every 10 relic items you obtain, you unlock a secret. A total of 60 relic items are within Konquest Mode.

Relic Item Rewards

# of Relics	Reward
10	Playable Character: Meat
20	Arena: Pyramid of Argus
30	20,000 Koins
40	Playable Character: Daegon
50	Playable Character: Blaze
60	Krypt Unlocked

Item Containers and Chests

Each area in Konquest Mode features a unique item container. These containers range from statues to futuristic cylinders. Attack these containers to find health and super energy replenishments, as well as various items and koins. You will also find chests, again unique to each area, that contain alternate character costumes, koins, or other items. Some chests are traps and hold poison, which will kill you. Chest locations are on the section's maps.

Training Obelisks

At several points throughout Konquest Mode, you come across tall, slender monuments. The first obelisk you encounter trains you in basic combat and cannot be skipped. You can skip every obelisk after the first if you do not wish to perform the training exercises within. Rewards from obelisks are limited to koin rewards and are listed in the area walkthroughs later in this section.

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Konquest Mode Walkthrough

This section provides detailed maps of and specific instructions on how to get through every area in Konquest Mode. You will also find a list of treasures that are in each area.

Botan Jungle

Botan Jungle Treasures

- Chests: 4
- Hidden Chests: 5
- Map
- Relic Item: Kobra's Glove
- Relic Item: Kira's Knife
- Relic Item: Kai's Wristbands
- Relic Item: Cage's Picture
- Relic Item: Jarek's Vest
- Relic Item: Kabal's Mask
- Alternate Costume: Kira
- Alternate Costume: Kobra
- Alternate Costume: Kabal
- Soundtrack: Botan Jungle Track Tune
- Soundtrack: Bo' Rai Cho's Brewery Tune
- Soundtrack: Tekunin Warship Tune
- Elder Gods Male Armor: Glove

When you start Konquest Mode, there is an introductory cutscene, which leads you to the Botan Jungle. This is where you first take control of Taven.

There is a chest on the right side of the path where you begin your journey through the jungle. Open the chest to obtain 100 koins. Farther down the path is a map scroll. Run into the scroll and press R2 (PS2) or BLK (Xbox) to view the map. The green circle represents your next objective, while the blue arrow represents your character's location.

As you progress down the path, you find your first relic item, Kobra's Glove. Pick it up by running into it and access it with L2 (PS2) or L (Xbox). Continue down the path until you reach the dead tree stump, found after three koin icons. Break the stump to find another relic item, Kira's Knife.

Relic Item: Kobra's Glove

Relic Item: Kira's Knife

Stop when you come to another dead tree. After breaking the dead tree, you find a spider crawling around on the ground ahead. Crush the spider to reveal a hidden chest. The chest unlocks Kira's alternate costume.

Farther down is a musical note icon containing the soundtrack for the Botan Jungle Track Tune. Ahead is another fallen tree, and after it is a gold chest on the right. Open it to find the glove portion of the Elder Gods Male Armor set for your Kreate a Fighter.

At the first objective point, you encounter Kobra and Kira. After a short cutscene, you have to battle Kobra in Mortal Kombat. Defeat Kobra and cross the bridge.

Proceed farther, to a stone door that opens as you approach it. After passing through the stone doorway, you reach another checkpoint. Ahead is another relic item, Kai's Wristbands. Keep moving to find the soundtrack for Bo' Rai Cho's Brewery. Next to the soundtrack is a chest containing 300 koins.

Relic Item: Kai's Wristbands

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You come to your next objective, which is the obelisk you use to communicate with your father. Here you go through training that consists of hand-to-hand combat, evasion, and throwing. You fight Jarek in Mortal Kombat. After all of this, you unlock a new supermove, Ground Pound.

Tip

For your battles against the other main characters, use the fighting strategies given in the Character Guide section to defeat your foes.

When your training is done, look behind the obelisk to find a hidden chest. The chest contains the alternate costume for Kobra.

Moving ahead, you come to your first obstacle course. Here you find two stone heads. Break the one on the left to reveal a glowing green circle. Use your new Ground Pound supermove to reveal another hidden chest, containing 1,000 koins. After the chest, you reach another checkpoint.

Relic Item: Cage's Picture

Avoid the razors and move to the obstacle course's end, where you find Cage's Picture, another relic item.

At the obstacle course's end, is another chest containing 300 koins, followed by an area with several small huts. This is your first Konquest Kombat area. After you defeat the Black Dragon thugs, go inside each hut to find the Tekunin Warship tune, Jarek's Vest, and two koin bags.

Relic Item: Jarek's Vest

Moving ahead to your next objective, you come to another Konquest Kombat area. A hammer is waiting for you, which will make it easy to dispatch the thugs. Before you take out the minions, grab the Kabal's Mask relic, and open the two hidden chests. One chest contains Kabal's alternate costume; the other contains 300 koins. Get all of the treasures in the area before you take out the minions, because you won't be able to come back after the battle is over.

Relic Item: Kabal's Mask

After taking out the Black Dragon thugs, you fight Kabal in Mortal Kombat. Defeat Kabal to on to the next area.

Temple of Argus

Temple of Argus Treasures

- Chests: 4
- Hidden Chests: 1
- Relic Item: Dairou's Keys
- Relic Item: Stryker's Radio
- Relic Item: Moloch's Ball
- Relic Item: Hsu Hao's Watch
- Alternate Costume: Kung Lao
- Alternate Costume: Ermac
- Alternate Costume: Kano

There are two chests near the temple's entrance of. One contains Kung Lao's alternate costume; the other contains 500 koins. Farther up on the left is another relic item, Dairou's Keys.

Relic Item: Dairou's Keys

At the first checkpoint, you encounter another Konquest Kombat area. Dispatch your enemies to gain access to the next room, where there is a fire-breathing statue.

Time your run to avoid the fire and head for another checkpoint. Two more fire-breathing statues are ahead. Stop after the first so you can time your run past the second.

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After the third fire-breathing statue, you come across three spiked crushing machines. Use your forward roll to get past the first two with ease; the third one requires precise timing. The third machine crushes four times in rapid succession before taking a brief pause. Roll through during this pause.

After the third crusher, there is an orb that will replenish your health and super bar. After this is a doorway and the next checkpoint, and through the doorway is another Konquest Kombat area.

When you defeat the enemies here, grab the two relics (Stryker's Radio and Moloch's Ball). Two chests are at this room's entrance. Open the chest on your right as you came in, but do not open the chest on your left. The chest on your right contains Ermac's alternate costume; the chest on your left contains deadly poison.

Relic Item: Stryker's Radio

Relic Item: Moloch's Ball

Beyond this room is another checkpoint and more crushing machines. These machines have their own timing, similar to the machines you encountered before. To advance, roll past the machines when they pause.

After you clear the machines, you will find Hsu Hao's Watch, another relic item.

Relic Item: Hsu Hao's Watch

Proceed into the area's final room, where you'll find a hidden chest on the left as you enter. Do not go too far into the room or you will miss the chest. The chest contains Kano's alternate costume. Move further into the room to initiate a cutscene that ends with Sektor taking you hostage, advancing you to the next area.

Tekunin Warship

Tekunin Warship Treasures

- Chests: 6
- Relic Item: Cyrax's Bomb
- Relic Item: Kung Lao's Hat
- Relic Item: Nightwolf's Axe
- Relic Item: Sektor's Rocket
- Relic Item: Jade's Bracelet
- Relic Item: Sonya's I.D.
- Alternate Costume: Hsu Hao
- Alternate Costume: Hotaru
- Alternate Costume: Cyrax
- Alternate Costume: Baraka
- Elder Gods Male Armor: Belt

When you awake from your slumber, Sonya attacks Sektor's warship. This frees you and allows you to start roaming around the warship.

You can't go straight ahead. You have to move to the right or left and go down either side. When you get halfway down either side, a self-destruct timer begins, giving you 10 minutes to get out of the ship. Don't let the timer at the screen's top fool you. It indicates you have 30 minutes, but the time runs down faster than a normal clock. You have only 10 minutes to get to the area's end.

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Head to the right first and kick open the chest at the walkway's end. This unlocks Hsu Hao's alternate costume. Head to the other side and kick open the other chest to find 300 koins as well as Cryax's Bomb, another relic item.

Relic Item: Cyrax's Bomb

Head to the exit, where there is a green panel on the left side. Access the panel to open the door. Head through the door and open the chest to your right. This will unlock the Elder Gods Male Armor belt for the Kreate a Fighter mode.

Search the bodies on the floor to find koins, Kung Lao's Hat (another relic item), the key card needed to get out of the room, and koins.

Relic Item: Kung Lao's Hat

At the room's end is another chest that unlocks Hotaru's alternate costume. Access the panel to the right of the door to head out of that room.

In the next room, you're instructed to knock the Tekunin into the fan to progress. Stand near the room's middle and use your uppercut attack to clear out the Tekunin that attack you. After you clear the Tekunin, a chest spawns. It holds Cyrax's alternate costume.

Relic Item: Nightwolf's Axe

In the room's corners, you can find the relic item Nightwolf's Axe and some koins. Proceed to your next objective.

After you enter the next room, you're granted your second supermove, the Fireball. This triggers another Konquest Kombat battle. Defeat the enemies and head to the room's end. Here are Sektor's Rocket, another relic item, and the panel to open the next door.

Relic Item: Sektor's Rocket

Head to the point of your next objective to find a sword. Grab it to initiate the next Konquest Kombat battle. Clear the enemies to spawn a chest that contains Baraka's alternate costume. Look around the room to find another relic item, Jade's Bracelet, and some koins.

Relic Item: Jade's Bracelet

Relic Item: Sonya's I.D.

Proceed to the next room, where there are a small number of enemies. Look around the room to find Sonya's I.D., another relic item, and koins. Access the panel to open the door, and you enter into Mortal Kombat with Sektor. Defeat Sektor to progress to a cutscene and the next area.

Arctika

Arctika Treasures

- Chests: 15
- Hidden Chests: 4
- Arena: Arctika
- Relic Item: Baraka's Blade
- Relic Item: Blaze's Essence
- Relic Item: Ermac's Gem
- Relic Item: Jax's Beret
- Relic Item: Darrius's Shades
- Relic Item: Rain's Mask
- Relic Item: Ashrah's Doll
- Relic Item: Kano's Mask

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- Alternate Costume: Jax
- Alternate Costume: Johnny Cage
- Alternate Costume: Ashrah
- Alternate Costume: Sonya
- Alternate Costume: Kenshi
- Alternate Costume: Kitana
- Alternate Costume: Rain
- Alternate Costume: Darrius
- Alternate Costume: Dairou
- Alternate Costume: Kai
- Soundtrack: Subway Fight Tune
- Soundtrack: Lumber Mill Fight Tune
- Soundtrack: Arctika Tune
- Soundtrack: Lin Kuei Raceway Tune
- Elder Gods Female Armor: Cape
- Elder Gods Female Armor: Belt
- Elder Gods Male Armor: Torso

When you enter Arctika, look behind you to find a hidden chest with an alternate costume for Jax.

Move forward to find another relic item, Baraka's Blade, and initiate a Konquest Kombat battle. When you defeat the enemies, you spawn another chest, this one containing Johnny Cage's alternate costume.

Move on to encounter a few more enemies, followed by a checkpoint. Reaching the next checkpoint initiates a Konquest Kombat battle against a giant snow beast. Use your Fireball and basic punch combo strings to take down the beast with ease.

Relic Item: Baraka's Blade]

When you defeat the snow beast, a chest spawns and you're free to continue toward your next objective. Open the chest to obtain Ashrah's alternate costume. When you get to your next objective, another snow beast attacks you, but Sonya jumps in to save you. After arguing, you enter Mortal Kombat with Sonya.

Defeat Sonya and check around the area for the Subway soundtrack, a hidden chest containing Sonya's alternate costume and a chest containing the cape for the Elder Gods Female Armor in the Kreate a Fighter mode.

Continue on your original path to come to another checkpoint, then more enemies to take out. When you get to the next objective point, you see a cutscene explaining your next objective.

The monks here are not enemies, but if you attack them, they drop koin bags. Continue onward to an item that will replenish your power. Beyond it is another area, blocked by a gateway; use your Ground Pound to open it.

After you reach your next objective, you see another cutscene. After the cutscene, grab the orb around you to enlarge your health bar. You also find that a fire has been prepped but not yet started. Use your Fireball to start the fire, and you obtain the next relic item, Blaze's Essence. Explore the immediate area to find a chest containing 300 koins.

Go back the way you came, and another cutscene plays, followed by another training segment.

Relic Item: Blaze's Essence

Obelisk Training

In this training session, you have to deal with seven waves of enemies. At the completion of each of the first six training battles a chest spawns, containing koins. After you complete all seven training battles, a final chest spawn, unlocking the Arctika arena.

To deal with the first two waves, attack relentlessly. On the third wave, you have unlimited super energy and 60 seconds to dispatch your enemies. Take down the first set of enemies with your Ground Pound, then run to one of the corners of the room and repeatedly use your Fireball until you've taken care of the rest of the enemies.

For the fourth wave of enemies, you are granted a hammer, but you are also poisoned. Wait until your enemies are close and use ✕ (PS2) or Ⓐ (Xbox) to execute your spin attack and take out multiple enemies at once. With each kill, you regain lost health, enabling you to survive until you dispatch all enemies.

In the fifth wave, two yetis attack you, but you are granted the use of a sword. Use ✕ (PS2) or Ⓐ (Xbox) to execute quick horizontal slices over and over and you will have no trouble defeating the yetis.

On the sixth wave, you're poisoned again, but this time you have no weapons to aid you in battle. Start with your Ground Pound when the enemies get close, then use your basic punch combos to refill your super bar. After your super bar is full again, use your Ground Pound. Repeat this process until you defeat all enemies. Throughout the battle, items spawn to replenish your super bar and health bar.

The final wave is straightforward. You won't be poisoned and you won't have any weapons to aid you. Use your Ground Pound when enemies are close. After a successful Ground Pound, run up to whichever enemy is farthest from the other attackers. Kill that enemy

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Obelisk Training (cont.)

when he stands up. This helps you regain lost health and super energy.

Take out the next closest enemy, which gives you enough super energy to use another Ground Pound. Repeat this process until you defeat the enemies. You will receive one item to replenish your super bar throughout the battle.

When you come out of the training area, proceed toward the next objective point. You encounter two checkpoints, followed by a series of crushers. Before you reach the crushers, you see a portion of the cliff on the right side that doesn't match the rest of the cliff. Break this section to find a koin bag.

When you get near the crushers, a barrier appears behind you, blocking your escape. Each of the crushers has a set pattern: several quick crushes followed by a pause. During the pause, roll through the crusher to a safe area before approaching the following crusher.

There are several items between the crushers, including the Lumber Mill soundtrack. Some of these items are in dangerous areas next to the crushers. To get these items, wait for the pause and go for the item when the crusher begins resetting to its stationary position.

After you get through the crushers, you reach another checkpoint. This section pits you against more enemies in Konquest Kombat. Dispatch them to unlock the northern gate. Before going through the northern gate, head to the right of the castle gate to find another relic item, Ermac's Gem. Now head through the gate and open the chest to unlock the belt portion of the Elder Gods Female Armor set. Head farther into this section to find a chest that has been hidden, but appears as you get close to it. Inside the chest are 300 koins.

Relic Item: Ermac's Gem

Continue toward the next objective point, where you find a sword. Approach the sword to trigger a cutscene followed by another Konquest Kombat battle. Defeat the enemies and a chest spawns, containing Kenshi's alternate costume.

You cannot go back after this fight, so continue onward toward the next objective point. Here is another obstacle course, this time with spinning blades. Ahead of the obstacles is another section of cliff, on the right side, that does not match the rest of the cliff. Break this section to find the next relic item, Jax's Beret.

Relic Item: Jax's Beret

The first spinning blade is stationary. Run around it. Proceed to find another chest, containing 300 koins. The second blade moves diagonally across the path, but slowly enough that you can run through after it makes a pass.

The next section of the obstacle course features several mechanized hammers. If you get too close to them, they make a clicking noise, then swing. If one of the hammers catches you, it knocks you back into a spike and you die. Inch toward the hammers until you hear the clicking noise, then run out of the way. After you trigger the hammers, you can pass.

When you get through the obstacle course, you reach a checkpoint and trigger another Konquest Kombat battle. Defeat the enemies and their boss, and you're treated to another cutscene. After the cutscene, perform a Fatality on the leader, and a chest appears, containing Kitana's alternate costume. Look around the fire for Darrius's Shades, another relic item.

Relic Item: Darrius's Shades

Head toward the next section to reach another checkpoint and an obstacle course. This obstacle course is a little harder than the last one. On the right side is another section of the cliff that looks out of place.

Wait for the blade that moves left to right at the obstacle course's beginning to move left, then wait for the blade running along the right side to move away from you. Run to the breakable portion of the cliff. Stay as close as you can to the cliff to keep safe from the blades. Break this section to reveal a chest containing the torso piece for the Elder Gods Male Armor set.

Stay where you are and watch the blades. When the blade closest to you and the blade in the middle are toward the obstacle course's beginning, run past the fire and out of danger. Turn around and wait for the blades on the right and middle to move away from you. Wait until they're in sync, so they are both moving away from you at the same time. When this happens, run to the chest and open it, then move to the fire and out of danger. The chest contains 500 koins.

Behind the fire is another section of cliff that looks out of place. Break this section open to reveal a koin.

Move to the next section, where you enter another Konquest Kombat area. As you move through, enemies break out of the cliff's sides. Defeat the enemies and open the chest at the section's end to obtain Rain's alternate costume.

Move to the next objective point, where you enter a cutscene with Rain. After the cutscene, you must fight Rain in Mortal Kombat. Defeat Rain and proceed on to

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the next obstacle course, where there is a chest surrounded by a slow-moving blade. Wait for the blade to move away from the chest's front, then open it and get out of harm's way. There are 500 koins in the chest.

Three blades are between you and the next section. At first glance, this looks like a difficult course, but it's easy. Wait on the left side near the cliff until the first and second blades move to the right. Wait until these two blades are in sync, then run through.

The second blade moves slowly, while the last blade moves fast. Time it to where you have enough time to wait for the last blade to move out of your path before the second blade comes back toward you.

Proceed through the gate, and you're attacked by flaming arrows coming from the watch towers in the distance. The arrows move slowly enough to avoid, but after you enter this section, you're attacked and enter a Konquest Kombat battle. Dispatch the first few enemies and break the side of cliff closest to the entrance. This alcove keeps you safe from the arrows until you're ready to move on.

Ahead is another breakable portion of the cliff. Run over to it to reveal a chest containing 100 koins. There are several more breakable sections of the cliff in this area. The next one contains koins, but the last one contains the alternate costume for Darrius.

After you obtain the alternate costume and dispatch the ground enemies, head to the section's start and use your Fireball to take out the tower's enemies. An item near the first chest replenishes your super energy if you run out.

Head through the next gate to come across another obstacle course. The right and left walls are lined with several sections you can break. Within these sections are the Arctika soundtrack and koins. There are also two watch towers at this section's end that will shoot arrows when you get close enough. Take them out with your Fireball.

To get through this section, watch the blades on the right and left. When the blades head away from you, run to the breakable sections of the wall on each side. You're safe in these areas. After you obtain the items in these two areas, run to the section's start.

When the blade on the left heads away from you, move down to the breakable section on the left to obtain the item. Stand in the alcove's middle, turn around, and position the camera so you can see the blades. When you're clear to move, head toward the koin bag in the middle. Stand where the koin bag is to keep safe.

Relic Item: Rain's Mask

From here, watch the left blade. When the blade moves toward the area's beginning, head down to the chest. Along the way is a hidden koin bag. Open the chest at the end to obtain Dairou's alternate costume. Turn around and, when the blades head in the opposite direction, break the last two cliff sections on the right and left. The one on the right reveals the next relic item, Rain's Mask. The one on the left reveals some koins.

Proceed to the next section and a checkpoint. Right of the entrance is a breakable cliff section . Behind it is a hidden chest containing Kai's alternate costume. Ahead is another breakable cliff section, and it harbors a chest containing 300 koins. There are more watch towers in this area; take them out with your Fireballs.

Moving farther into this section, there are more breakable cliffs. When you get close to these areas, spinning blades break out of the cliffs and set up another obstacle course.

Navigating these blades is easy. They move slowly and have a set pattern. Wait until the first blade stops moving to grab the koin bag on the right. When you have it, move out to a safe area, then to the left side, where the first blade stops. Wait for the blade to move, then go past both blades, grabbing the second koin bag in the process.

When you clear the second blade, the enemy in the second watch tower shoots arrows at you. Use your Fireball to take him out, then break open the cliff section on the left side near the exit. This reveals the next relic item, Ashrah's Doll. Move ahead to reach the next checkpoint.

Relic Item: Ashrah's Doll

This is where things get tough. Several ground-based enemies ambush you, while archers shoot arrows from three watch towers. Take out the ground enemies by attacking them from the right or left so that you're constantly moving to the sides instead of toward the archers. This limits the number of time you're hit by arrows.

Each wave of ground enemies is a set of three. Defeat all three, then take out one or two archers using your Fireballs. After the first wave, the enemies use catapults, hurling giant flaming rocks at you. Stay as close to the entrance as possible while fighting the three ground enemies. An item appears in the area's middle that replenishes your health bar.

Use Fireballs to take out as many of the archers as you can before the next wave. Repeat this process until you defeat all enemies.

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While you run around near the entrance, you'll see the soundtrack for the Lin Kuei Raceway. Grab that, and the various koin bags scattered throughout this section. In the far-right corner as you enter the area is a hidden relic item, Kano's Mask. Head toward the exit, and advance to the next area.

Relic Item: Kano's Mask

Lin Kuei Palace

Lin Kuei Palace Treasures

- Chests: 14
- Supermove: Escape Move
- Relic Item: Shang's Stone
- Relic Item: Frost's Mask
- Relic Item: Sub-Zero's Amulet
- Relic Item: Kitana's Fan
- Relic Item: Liu Kang's Armband
- Relic Item: Onaga's Helmet
- Relic Item: Noob's Stars
- Relic Item: Smoke's Cigarette
- Alternate Costume: Jade
- Alternate Costume: Jarek
- Alternate Costume: Frost
- Alternate Costume: Sub-Zero
- Alternate Costume: Stryker
- Alternate Costume: Smoke
- Soundtrack: Lin Kuei Palace Tune
- Elder Gods Female Armor: Boots
- Elder Gods Male Armor: Boots

When you enter the Lin Kuei Palace, you're treated to a cutscene, followed by a Konquest Kombat. After you defeat the enemies, a chest spawns, containing Jade's alternate costume.

Continue into the next hall and break open the container to find Shang's Stone, the next relic item. The next chest you come across is filled with poison, so do not open it.

Relic Item: Shang's Stone

The ice scepter weapon is at the next objective point. You need this in Konquest Kombat; with the scepter, use ● (PS2) or B (Xbox) to freeze and shatter your opponents. Do this as quickly as possible to max out the gore gauge. When there's any pause in kombat, the gauge decreases. Grab the two chests at the section's end, which unlock Jarek's alternate costume and 300 koins.

Proceed to the next checkpoint, where there is another chest, containing 500 koins. Keep moving to find a power-up that can increase your maximum super energy.

In the next room is an opening sealed over in ice. Break the ice to spawn a chest and clear your path. Inside the chest are 500 koins. To the left of the entrance in the next room is the soundtrack for the Lin Kuei Palace. You can also shatter the ice tombs on either side of the room to obtain more koins.

At the room's end, Frost is encased in ice. A cutscene rolls, in which you free Frost only for him to challenge you to Mortal Kombat. Defeat Frost to earn another supermove called Escape Move.

Relic Item: Frost's Mask

Before you leave the room, break the tombs lining the walls to spawn a chest containing Frost's alternate costume. Look behind the altar where you found Frost to find the next relic item, Frost's Mask.

Head toward your next objective point. When you get close, a cutscene introduces Sub-Zero and leads to another Mortal Kombat. Defeat Sub-Zero to get new armor, a gift from your

Relic Item: Sub-Zero's Amulet

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mother. At the end of this room, opposite where your mother left the gift for you, is Sub-Zero's Amulet, a relic item. Near the relic item is a chest containing 300 koins and another chest containing Sub-Zero's alternate costume.

Relic Item: Kitana's Fan

Move through the open door to see several bodies on the ground. You can search the bodies for koins, and near them is Kitana's Fan, another relic item.

Head into the next room to trigger a cutscene that leads to a Konquest Kombat battle. Defeat the enemies to spawn a chest containing 300 koins. You'll also find another relic item, Liu Kang's Armband, in the room.

Relic Item: Liu Kang's Armband

Move into the next hall and through another checkpoint. Both sides of the hall wall have multiple cracks. Break open these cracks to reveal paths behind them.

Large faces are carved into the end of each hall. When you start down these halls, fireballs shoot out of the faces. Use your Escape Move to evade the fireballs and get to the hall's end. Along either side of the hall are little alcoves that house koins. You can use these to take shelter from the fireballs.

At the end of the first hall on the right is a spot left of the face where you need to use your Ground Pound. This reveals a chest containing Stryker's alternate costume. In the corner opposite the chest is a power-up that will increase your max health.

Relic Item: Onaga's Helmet]

The first tunnel on the left houses a relic item, Onaga's Helmet; the boots for the Elder Gods Female Armor set are on the opposite side. At the end of the second tunnel on the right are the boots for the Elder Gods Male Armor set. On the opposite side is a switch (one of two) that gives you access to the room you need to go to after this section. You'll also hit the next checkpoint on your way out of this tunnel.

Take the second tunnel on the left, where there is the second switch needed to gain access to the next room. Opposite the switch are five item containers. Break them to obtain Noob's Stars, another relic item. Upon leaving this tunnel, you hit another checkpoint.

Relic Item: Noob's Stars

After you pillage all four tunnels, head to the room's end and on to the next objective point. Head through the halls and into the next room, where you trigger a cutscene, then enter Konquest Kombat. The leader of the group attacking you holds the ice scepter. Knock him down and he drops the weapon, allowing you to pick it up and dispatch these enemies.

After you defeat the enemies, you face Smoke in Mortal Kombat. Defeat Smoke and a chest with Smoke's alternate costume spawns in the room. Head down the hall to another checkpoint and into the next room.

In its center is another relic item, Smoke's Cigarette. Grabbing the item also triggers another Konquest Kombat battle. The ceiling of the room is studded with spikes. You can kill your enemies with ease if you use your uppercut to knock them into the spikes. This creates large pools of blood, which hinder your movement.

Relic Item: Smoke's Cigarette

After you defeat the enemies, you see a cutscene, then you have to face Noob Saibot in Mortal Kombat. After a short cutscene, move to the next area.

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Krimson Forest

Krimson Forest Treasures

- Chest: 8
- Hidden Chest: 4
- Supermove: Time Stop
- Relic Item: Sindel's Brush
- Relic Item: Fujin's Cape
- Relic Item: Tanya's Choker
- Relic Item: Daegon's Belt
- Relic Item: Mavado's Hooks
- Relic Item: Kenshi's Blindfold
- Relic Item: Sareena's Sash
- Relic Item: Reptile's Medal
- Alternate Costume: Fujin
- Alternate Costume: Mavado
- Alternate Costume: Reptile
- Alternate Costume: Quan Chi
- Alternate Costume: Sareena
- Soundtrack: The Lost Pyramid Tune
- Soundtrack: Reptile's Lair Fight Tune
- Elder Gods Female Armor: Torso

When you get into the forest, Red Dragon members ambush you. Some of them carry a weapon you can pick up. The weapon kills enemies with one hit, but it does not last the entire fight like your other weapons. You have to continue picking up the weapon every few enemy waves.

At the section's opposite end is Sindel's Brush, another relic item. Make sure you pick this up before you take care of the enemies. If you wait until afterward you will not have a chance to pick it up. After you dispatch your enemies, a chest spawns, containing Fujin's alternate costume. Head toward your next objective to activate a cutscene leading into Mortal Kombat with Fujin.

Relic Item: Sindel's Brush

After you defeat Fujin, enter the forest's next section. On your left is a chest containing 300 koins. Right next to the chest is the next relic item, Fujin's Cape. Proceed forward to a checkpoint. If you go straight, you come to another chest. Do not open this chest, as it contains poison.

Relic Item: Fujin's Cape

You are now at a fork in the road. Head to your left first to grab the power-up and increase your maximum life. Hidden to the left of the sealed door in front of you is a relic item, Tanya's Choker. Opposite the relic item is a chest containing 300 koins.

Relic Item: Tanya's Choker

Head back the way you came and take the other path at the fork. You come across another chest that contains 300 koins. Continue down the hall through another checkpoint. When you enter the next room you learn your final supermove, Time Stop, which triggers another Konquest Kombat battle.

This Konquest Kombat is harder than the others because there are explosive item containers around the combat area. Also, enemies use poison grenades that contaminate a small area for a short period of time.

Behind the various explosive containers around the room are the soundtrack to the Lost Pyramid, and a relic item, Daegon's Belt. Another relic item, Mavado's Hooks, is also in the room.

Relic Item: Daegon's Belt

Relic Item: Mavado's Hooks

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When you defeat the enemies, a cutscene starts. After the cutscene, you face Mavado in Mortal Kombat. When you dispatch Mavado, you're in the room in which you started. Look around the room for a chest containing the torso section of the Elder Gods Female Armor. In the corner of the room to the right of the next objective point is a hidden chest containing Mavado's alternate costume.

Head to the objective point and activate the switch. This opens a previously locked door and allows you to continue on your quest. Continue down the hall from which you came, going through a checkpoint and reaching the fork. Here you trigger a cutscene featuring Kano. Head toward the previously locked door.

When you enter the next room, a cutscene is triggered and you enter into another Konquest Kombat battle. There are two explosive item containers on either side of this room. Use your Fireball or Ground Pound to blow them up and obtain the health items inside. After you have defeated your enemies, a chest spawns, containing Reptile's alternate costume. Head back the way you came. To the left of the entrance is a hidden chest containing 300 koins.

Continue toward the exit and down the hall through another checkpoint. As you go through the exit you'll see another relic item, Kenshi's Blindfold on the left. Continue down the hall and in the corner near the first curve is a creature crawling around on the ground. Step on it to reveal a hidden chest containing Quan Chi's alternate costume.

Relic Item: Kenshi's Blindfold

Move toward the next objective point to trigger a cutscene with Quan Chi. After the cutscene, you kick off another Konquest Kombat battle. Defeat the enemies to spawn a chest containing Sareena's alternate costume.

Head out into the hall and break the blue containers on the left side to obtain Sareena's Sash, the next relic item. In the lighted area on your left is another chest, containing 300 koins. Run ahead through a checkpoint; on the left are several item containers. Behind them is the soundtrack to the Reptile's Lair.

Relic Item: Sareena's Sash

Head into the next room and up the ramp to find two more item containers. The one on the left contains Reptile's Medal, another relic item.

Move ahead into this section's center and you will trigger a cutscene with Reptile, after which you face off against him in Mortal Kombat. Defeat Reptile to trigger a cutscene that leads you on to the next area.

Relic Item: Reptile's Medal

Netherrealm Cliffs

Netherrealm Cliffs Treasures

- Chests: 1
- Hidden Chests: 1
- Arena: Netherrealm Cliffs
- Relic Item: Shinnok's Crown
- Relic Item: Li Mei's Sandals
- Alternate Costume: Nitara
- Alternate Costume: Drahmin
- Alternate Costume: Shinnok
- Alternate Costume: Motaro
- Soundtrack: Meteor Storm Fight Tune
- Soundtrack: Outworld Refinery Tune
- Elder Gods Female Armor: Legs

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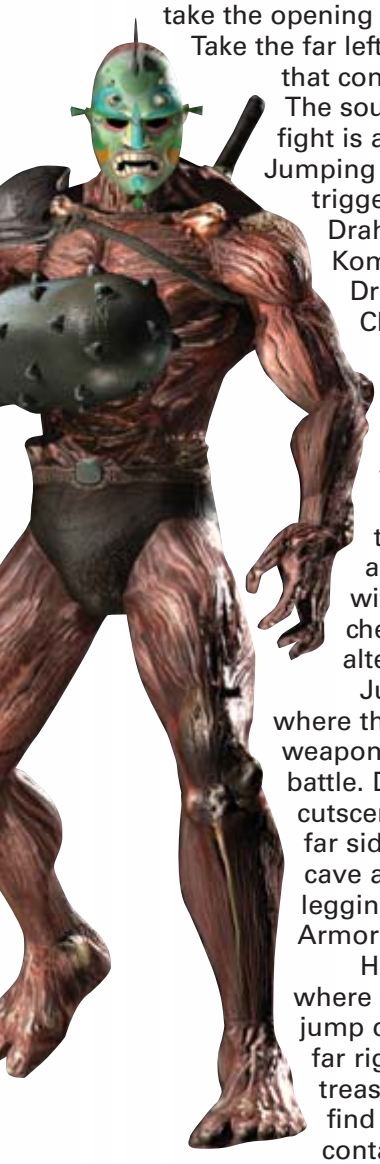
In the Netherrealm Cliffs, you start at a mountaintop. A chest to your left contains 300 koins. Open the chest, then move to the gate and jump down.

When you land, you face a few enemies in Konquest Kombat. These enemies use projectile attacks more frequently than most of the enemies you have faced up until this point. Use your Ground Pound and Escape Move to clear the enemies out and avoid the projectile attacks. Defeat the enemies and grab the Shinnok's Crown relic item at the platform's far end.

Relic Item: Shinnok's Crown

At this point, there are two openings to which you can jump down. Both end up on the same platform, but if you take the opening on the right, you miss treasures. Take the far left opening, landing next to a chest that contains Nitara's alternate costume. The soundtrack for the Meteor Storm fight is also on this platform. Jumping down to the next platform triggers a short cutscene with Drahmin, followed by Mortal Kombat against him. Defeat Drahmin to unlock the Netherrealm Cliffs arena. Look behind you to find the Outworld Refinery soundtrack. Head to the platform's opposite side to trigger a cutscene that clears the rocks blocking your path.



Before you head down to the next platform, turn around and hit the bird in the distance with a Fireball to reveal a hidden chest containing Drahmin's alternate costume.

Jump down to the next platform, where there is a new weapon. Grab the weapon to start a Konquest Kombat battle. Defeat the enemies to trigger a cutscene that clears the rocks on the far side to reveal a cave. Go inside the cave and open the chest to find the leggings for the Elder Gods Female Armor set.

Head out to the main platform, where there are two openings you can jump down. Take the opening on the far right to ensure you don't miss any treasure. After jumping down, you find a chest on the next platform that contains 1,000 koins.

Jump down to the next platform and prepare for an onslaught of fireballs. There are several circles on the ground—use the Ground Pound while standing in them. To stay alive long enough to do that, watch the shadows on the ground. If you see a dark spot, a fireball is about to land there. Keep moving, avoiding the shadowed areas until you use your Ground Pound on each of the markers. If you run out of super energy, there are several items on the platform to replenish it.

After you hit all of the markers, a cave behind you opens and the path down to the next platform becomes available. However, the fireballs do not stop their onslaught. Mind the shadows and run inside the cave to safety.

Relic Item: Li Mei's Sandals

Inside the cave, you find Li Mei's Sandals, a relic item, and an obelisk to continue your training.

Obelisk Training

Your first training task is to keep the undead enemies away from your father. To do this, stay between the enemies and your father and use the Time Stop and Ground Pound as much as possible. Do not use the Ground Pound when enemies are between you and your father, because it will push your enemies toward him and make your job harder.

Use the Fireball if an enemy gets close to your father and you don't have time to get to them. Several items appear throughout the battle to replenish your super energy.

In the next training segment, you are poisoned and losing health. Use your Fireball. Run around in a large circle until the enemies are grouped together. After they are lined up, use your Fireball to hit as many as possible with each shot. When you run out of super energy, isolate and attack one enemy until you have enough energy to use another Fireball on a group of enemies.

If you don't hit multiple enemies with each Fireball, you will not stay alive long enough to kill them all. Several items appear throughout the battle to replenish your super energy.

In the third training segment, you face Motaro in Mortal Kombat. The fourth training segment is harder: You face off against a large number of enemies. Line up the enemies by running in circles, then unleash a Fireball attack that will hit multiple enemies. Isolate one enemy to build up your super energy and repeat the process.

The fifth training segment has you fighting Moloch in Mortal Kombat. The final training is the easiest. You are granted a flaming sword and unlimited super energy. Abuse your supermoves to take care of the enemies.

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After you complete your training, you are back on the platform in the little cave, but this time the fireballs can go through the cave, so stay on your toes. Open the chest on the main platform to obtain Shinnok's alternate costume.

Jump down to the next platform, where you face another Konquest Kombat. This time you do not need to defeat any enemies. Instead, you need to grab as many items as you can. A chest on this platform contains Motaro's alternate costume. Open the chest before you fill up the gore gauge by collecting items. When the gauge is full, you teleport to the next platform and engage in Mortal Kombat with Li Mei.

Defeat Li Mei and a cutscene plays, taking you to the next area.

Shinnok's Spire

Shinnok's Spire Treasures

- Chests: 4
- Relic Item: Nitara's Orb
- Alternate Costume: Bo' Rai Cho
- Alternate Costume: Havik
- Soundtrack: Outworld Spire Fight Tune
- Soundtrack: Soul Chamber Fight Tune
- Elder Gods Male Armor: Legs
- Elder Gods Female Armor: Glove

When you enter Shinnok's Spire, you're thrust into a battle against tough enemies. Ignore the enemies and focus on the glowing rock towers along the room's outside edge. Each time you destroy a glowing tower, another tower begins to glow. Keep moving, and use the Escape Move if you get caught in one of the corners.

Hitting all of the towers ends the battle, and a chest spawns, containing Bo' Rai Cho's alternate costume. Circle around the room to find the soundtrack to the Outworld Spire fight.

Step into the teleporter in the middle to move up to the next floor. When you arrive, another monster attacks you. This battle is unique: After you hit the monster several times, it breaks up into several small creatures, and a hammer appears in the stage's middle. Grab the hammer and smash the little monsters. After a short while, the main monster reappears and the process is repeated.

The larger monster shoots fireballs at you and blocks some of your attacks. Keep your distance and stay on the move, running around the outside of the stage to avoid the fireballs while attacking him with your Fireball supermove. Smashing the smaller creatures replenishes your health and super bars.

When you defeat the monster, a chest spawns, containing Havik's alternate costume. Another chest in the corner contains the leggings portion of the Elder Gods Male Armor set.

Head into the teleporter to reach the next level, where you face Havik in Mortal Kombat. Defeat Havik and you are teleported to the next level, where you fight a Konquest Kombat battle.

This area has spiked walls. Throw your enemies into the spikes to defeat them in one attack. After you defeat the enemies, a chest spawns, containing 500 koins. Step into the teleporter to move up to the next level.

There is a flame sword in the room's middle. Before you grab it, look around the room. There's a chest containing the gloves to the Elder Gods Female Armor set as well as the soundtrack to the Soul Chamber and a relic item, Nitara's Orb.

Relic Item: Nitara's Orb

Grab the flame sword to trigger a short cutscene and a Konquest Kombat battle. Defeat the enemies, and another teleporter appears in the room's center. Take the teleporter to the next level, where you enter Mortal Kombat against Sheeva. Defeat Sheeva, then fight Kintaro in Mortal Kombat. After you have bested Kintaro, you see a cutscene and end up in the next area.

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Shao Kahn's Fortress

Shao Kahn's Fortress Treasures

- Chests: 1
- Hidden Chests: 2
- Relic Item: Shao Kahn's Helmet
- Relic Item: Mileena's Veil
- Relic Item: Meat's Steak
- Alternate Costume: Liu Kang
- Alternate Costume: Goro
- Alternate Costume: Shang Tsung
- Alternate Costume: Reiko
- Soundtrack: Konquest Final Battle Tune
- Soundtrack: Tekunin Prison Tune

When you enter the fortress, turn around to find a hidden chest behind you containing Liu Kang's alternate costume. As you move forward, you're attacked from both sides by archers on the balcony. Take out the two on the left and an item spawns in front of you to replenish your super energy. You can also break the item container on the left to get health and super energy. Be careful as you take the item, because it's in a hazardous area surrounded by blades.

Take out the other two archers and destroy the item container on the right to find the next relic item, Shao Kahn's Helmet. At this point, you can go right or left. Take the route to the right, moving when the blade moves away from you.

Relic Item: Shao Kahn's Helmet

Head into the next room and through a checkpoint. When you enter the room, look to your left to find the soundtrack to the Konquest Final Battle. Just to the right of the soundtrack is another hidden chest containing Goro's alternate costume.

This room also has a ramp leading up, with several spiked balls rolling down. Your supermoves won't help you here. Time your run to avoid getting crushed. The window of opportunity is not large, so stand as close to the ramp as possible, facing the direction in which you need to run. The ramp has short railings on either side; stand in front of the one closest to you to get as close as possible to the ramp without getting hit. Point the camera up so you can see the balls as they come out of the opening at the top.

The balls roll down in sets of two, three, and five. You can't make it after the set of five, so go after the set of two or three. When the last ball passes, run up the ramp and to the left to safety.

When you reach the top, you see another hall and two guards at the end. Take out the two guards then find the Ground Pound marker, on the ground near the hall entrance. Use the Ground Pound here to reveal a chest at the hall's opposite end that contains Shang Tsung's alternate costume.

Left of the chest is a switch. Activate the switch to partially unlock the main exit. (Two switches are required to unlock the exit.) Head down the ramp and to the other side of the courtyard, where there's the second switch. Going down the ramp is easier than going up—wait for the pause and run down after the spiked balls.

When you get to the courtyard area, head to the main pathway from which you came. Time your movement with the blades. When the blade passes you going the opposite direction, you're clear to move. After you're back on your starting path, head to the courtyard's left side. Time your movement with the blade, and you should have no trouble here.

Pass through another checkpoint and into the next room, which is similar to the room you were in before, complete with spiked balls running down a ramp. There's also a chest in the corner, containing Reiko's alternate costume.

The pattern for these spiked balls is different from the previous set. These balls roll down in one set of three and a second set of five. Make your move after the set of five, which gives you the maximum amount of time to make it up the ramp.

After you're up the ramp, you enter another Konquest Kombat battle against several attackers. Again, make quick work of your attackers by throwing them

Relic Item: Mileena's Veil

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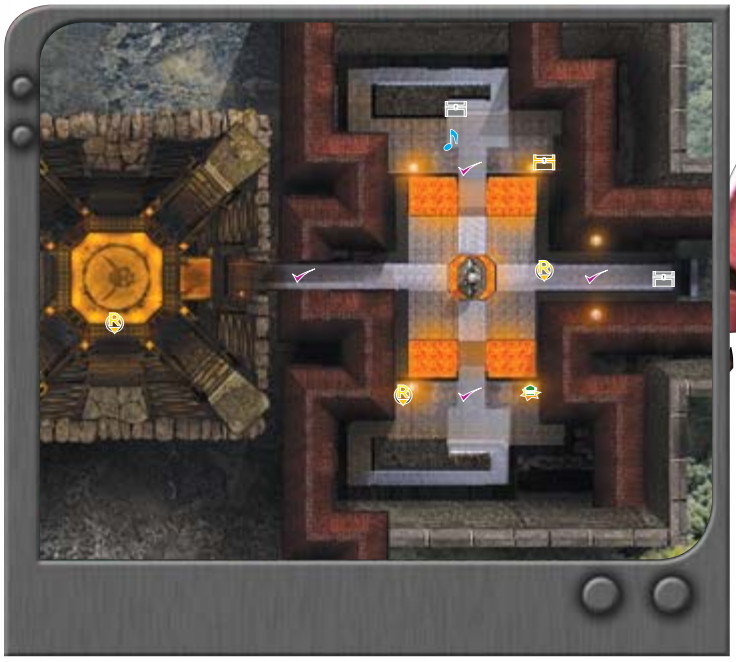
off the balcony. Find Mileena's Veil, another relic item, near the hall entrance to the hall. On the hall's opposite side is an item that increases your maximum super energy. To its right is the switch that unlocks the gate in the courtyard.

Head down to the courtyard and go left when you reach the spinning blades. Go through the door and pass another checkpoint. Continue forward to a room full of guards. Defeat the guards and look around the room to find a relic item, Meat's Steak, and the soundtrack to the Tekunin Prison fight. Head through the entrance to the room. Now you're in the second half of the fortress.

Relic Item: Meat's Steak

Shao Kahn's Fortress Dungeon

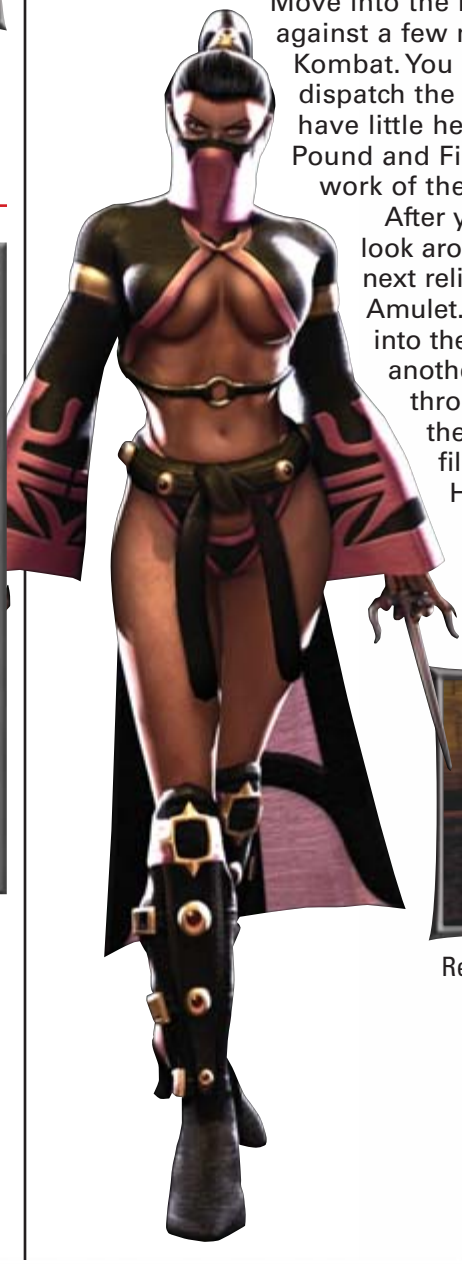


Shao Kahn's Fortress Dungeon Treasures

- Chests: 2
- Relic Item: Quan Chi's Amulet
- Relic Item: Drahmin's Mask
- Relic Item: MoKap's Sensors
- Relic Item: Shujinko's Medal
- Alternate Costume: Mileena
- Alternate Costume: Tanya
- Alternate Costume: Shujinko
- Soundtrack: Hell Fight Tune
- Soundtrack: Goro's Lair Fight Tune
- Elder Gods Female Armor: Shoulders
- Elder Gods Male Armor: Shoulders

When you enter the dungeon, walk forward to trigger a cutscene with Mileena, followed by Mortal Kombat against her. Defeat Mileena, and you're back in the room in which you started. An item to replenish your super energy is on one side and a Ground Pound marker on the other. Use your Ground Pound on the marker to reveal a chest containing Mileena's alternate costume.

Head through the door on the other side of the room and into the hall, where you pass another checkpoint. Move into the next room to face off against a few monsters in Konquest Kombat. You have two minutes to dispatch the monsters, but they have little health. Use your Ground Pound and Fireball to make quick work of them.



After you defeat the monsters, look around the room for the next relic item, Quan Chi's Amulet. Head out the room and into the next hall to reach another checkpoint. Go through the gate to enter the heart of the dungeon, filled with prison cells. Head to the objective point where there is a Ground Pound marker. Hit the marker to unlock the cells.

Relic Item: Quan Chi's Amulet

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Go into each cell to find two relic items, Drahmin's Mask and MoKap's Sensors. You also find an item to increase your maximum health, a chest containing Tanya's alternate costume, the soundtrack to the Hell stage, and the shoulder portion of the Elder Gods Female Armor set. The chest in the middle cell is filled with poison, so don't open it.

Relic Item: Drahmin's Mask

Relic Item: MoKap's Sensors

Go around the corner and into the next room, where you find an enemy to face in Konquest Kombat. Don't try to fight this enemy head-on. Around the room are several Ground Pound markers and a few items to replenish your super energy. Also, notice a floor vent in the room's center.

Use your Time Stop supermove to freeze the enemy in the room's center, over the vent. After you freeze the enemy, run to a Ground Pound marker and use the Ground Pound to send flames through the vent and inflict a large amount of damage on your enemy. Repeat this process until the enemy is dead. Keep a close eye on where each Ground Pound marker is, so as not to waste a Time Stop while you're trying to find the next marker.

Relic Item: Shujinko's Medal

After you defeat the enemy, look around the cells surrounding the room. A Ground Pound marker reveals a chest containing Shujinko's alternate costume. You also find the soundtrack to Goro's Lair and a relic item, Shujinko's Medal.

The last item you need from this area is the shoulder piece for the Elder Gods Male Armor set. The chest that holds this item is in a locked cell. To gain access to this cell, stand in the room's center and face it. Use a Fireball to shoot the corner to the right of the cell, lighting the fire. The gate opens, granting you access to the chest.

When you have the items, head to the objective point and take the elevator to the throne room.

Shao Kahn's Fortress Third Level

Shao Kahn's Fortress Third Level Treasures

- Chests: 4
- Relic Item: Goro's Gauntlets
- Relic Item: Sheeva's Earrings
- Relic Item: Kintaro's Armor
- Alternate Costume: Raiden
- Alternate Costume: Shao Kahn
- Soundtrack: Wastelands Fight Tune
- Elder Gods Female Armor: Helmet

After you get to the elevator, move forward to hit the next checkpoint. You find yourself in a room with a sword in the middle. Before you grab the sword, run around the room's outside to find the Wasteland stage's soundtrack. Grab the sword and make quick work of the enemies that spawn.

After you defeat the enemies, head toward the exit, through a couple of doors and another checkpoint. You're in a large room, fighting a giant Shao Kahn statue. This is the hardest fight yet, so be careful. On the room's sides are four glowing circles, in the center is a red circle on the floor, and behind it is a large Ground Pound marker. To defeat the statue, hit all four glowing circles on the room's sides with your Fireball, then lure the statue into the red circle and hit the Ground Pound marker.

When the initial cutscene is over, shoot a Fireball at the closest glowing circles on your left and right. Do not wait to see if you connected; run to the pillar behind you on your right. Here is an item to replenish your super energy, and the pillar shields you from the red beams the statue shoots at you.

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Safely behind the pillar, check the two closest glowing circles. If both have flared up, indicating you hit them, shoot the glowing circle on the room's far-left side from behind the pillar. It takes your Fireball a moment to reach the circle, but as long as you were facing it, the Fireball will connect.

The statue, meanwhile, is slowly closing in on you. Do not let it get too close—its ground pound inflicts a great deal of damage.

When the statue gets close, make sure you have full super energy and run to the pillar on your left. From here, shoot the glowing circle on the room's far-right side. After shooting it, head to the pillar on the room's other side, opposite the one you were hiding behind. Another item is waiting there to replenish your super energy. When you have full super energy, check to see where the statue is.

The statue will be nearing the red circle on the floor. Get out in the open and put the red circle between you and the statue, so that the statue is walking toward it. When the statue hits the red circle, run to the Ground Pound marker and hit it. You have only a short time to do this, and your Time Stop supermove has no effect on the statue.

If your timing was good, the four glowing circles blast the statue, taking half of its life. Run behind the pillar on this side of the room, the one with the super energy replenishing item, and blast the two closest glowing circles as well as the glowing circle in the opposite corner of the room. After you hit all three, run out from behind the pillar and to the red circle in the room's middle. On your way, shoot the last glowing circle with your Fireball.

When you reach the red circle, there is an item to replenish your health and another to replenish your supermove energy. Grab both items and run to the pillar you hid behind when the fight began. Wait for the statue there, as you did the first time, and repeat the same strategy. The difference this time is that you should have hit all four glowing circles, so all you have to do is get the statue to the side of the room you are now on and position it on the red circle, setting up another Ground Pound that will defeat it.

If you get in trouble anytime during the fight, there is an item available to replenish your health without luring the Shao Kahn statue into the red circle. It's under the far-right glowing circle (looking from the entrance of the room), in a small room.

After the statue's defeat, you hit a checkpoint and a chest spawns in the room's center, containing Shao Kahn's alternate costume. Two small rooms are on each side of the main area. Look around these rooms to find the relic items Goro's Gauntlets, Sheeva's Earrings, and Kintaro's Armor; and chests containing Raiden's alternate costume, the helmet piece for the Elder Gods Female Armor set, and the cape for the Elder Gods Male Armor set.

Relic Item: Goro's Gauntlets

Relic Item: Sheeva's Earrings

Relic Item: Kintaro's Armor

Move to the next objective point to trigger a cutscene leading to a Mortal Kombat battle with Goro. Defeat Goro to move on to the next floor of the fortress.

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Shao Kahn's Fortress Throne Room

Shao Kahn's Fortress Throne Room Treasures
Chests: 2
Hidden Chests: 1
Relic Item: Raiden's Hat
Alternate Costume: Sindel

When you arrive at the final level of Shao Kahn's Fortress, head to the chest to obtain 500 koins. Continue into the next hall, crossing a checkpoint, to find an item that increases your maximum super energy.

Head into the open room and battle the enemies you find there. Watch the floor, which these enemies have the ability to electrify. When sparks form under you, electricity will flow in that spot. Stay on the move to avoid getting shocked.

Defeat the enemies and circle to the right side of the room to find a relic item, Raiden's Hat. Circle to the left side corner, near the objective point, and find a hidden chest containing Sindel's alternate costume. Head toward the objective point to trigger a cutscene with Reiko. After the cutscene, you engage in Mortal Kombat against him.

Defeat Reiko and head toward the next objective point to find another training obelisk.

Relic Item: Raiden's Hat

Obelisk Training

The first training session has you collecting items while fire rains upon you. Move in small circles around the area's center, avoiding the shadows that project where the flames are about to fall. Collect the items to complete the training.

You fight a smaller version of Blaze in Konquest Kombat. Use your combo attacks, ending in the flaming fist (■,■,● [PS2] or Ⓧ,Ⓧ,Ⓑ [Xbox]). This knocks Blaze down and stops him from attacking. Stay close to him while he's down, but move so that you do not get hit when Blaze is back up. After Blaze is up, move in with another flaming fist combo. Repeat this tactic until you defeat Blaze.

For your third training exercise, you are tasked with fighting Shao Kahn in Mortal Kombat. Defeat Shao Kahn to face off against your brother Daegon in Konquest Kombat for your fourth training exercise. To best him, use your flaming fist combo, stay on top of him until he gets up, then repeat.

The final training exercise is difficult. You must fight multiple copies of Daegon in Konquest Kombat. One Daegon has a full health bar and is strong, while the others die if you connect with one combo. The catch here is that you must defeat the fully healthy Daegon to complete the training. Besides that, your parents are attacking you from one side of the area.

Use Time Stop to freeze your enemies, and build up your super energy by attacking one of the lesser Daegons. Use the Escape Move if you get caught by several Daegons, as your health drains quickly. Isolate the real Daegon and use your flaming fist combo to drain his health.

Complete your training and head toward the throne room, to your next objective point. On the way, there is a chest containing 1,000 koins. At the objective point, there is a cutscene, followed by a Mortal Kombat battle against Raiden. Defeat Raiden to move to the next area.

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Edenian Ruins

Edenian Ruins Treasures

- Chests: 7
- Arena: Edenian Ruins
- Arena: Scorpion's Lair
- Relic Item: Scorpion's Spear
- Relic Item: Motaro's Horn
- Alternate Costume: Nightwolf
- Alternate Costume: Scorpion
- Alternate Costume: Taven
- Soundtrack: Pyramid of Argus Tune
- Elder Gods Male Armor: Helmet

Relic Item: Scorpion's Spear

When you enter the ruins, you face Scorpion's minions in Konquest Kombat. Defeat them to spawn a chest containing 100 koins. Move ahead through a checkpoint and you find the next relic item, Scorpion's Spear.

After you obtain the relic item, the camera shifts back. Watch the ground for shadows. Large boulders fall from the sky, and your only warning is their shadows projected on the ground. This is the Edenian version of an obstacle course. Most of the shadows cover items. When you see a shadow, use your forward roll to get the item while evade the falling boulder. When the camera changes to its normal viewpoint, you are clear of the obstacle course.

You reach another checkpoint. Move forward to initiate another Konquest Kombat battle. During this battle, however, a giant skull appears over the cliff. Use your Fireball to damage the skull and defeat Scorpion's minions to replenish your super energy. Halfway through the fight, several more skulls spawn, and rocks fly at you. Stay away from the cliff to avoid the fire the skulls breathe and watch the shadows on the ground to avoid the rocks.

Move ahead into the next corridor, where several chests spawn. These contain Nightwolf's alternate costume, 2,000 koins, the Edenian Ruins arena, Scorpion's alternate costume, Taven's alternate costume, and the Scorpion's Lair arena. Move forward to find the relic item Motaro's Horn, another chest containing the helmet for the Elder Gods Male Armor set, and the Pyramid of Argus stage's soundtrack.

Relic Item: Motaro's Horn

You reach another checkpoint and initiate a cutscene. After it plays, you fight Scorpion in a Mortal Kombat battle. Defeat Scorpion to see another cutscene, followed by another Mortal Kombat battle against Daegon. Defeat Daegon to see another cutscene, followed by another Mortal Kombat battle, this one against Blaze.

Defeat Blaze and complete Konquest Mode to unlock Taven as a playable character.

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Kreate a Fighter

Mortal Kombat Armageddon offers players an extremely expansive and versatile tool for conjuring up bruisers and brawlers suited to your particular fighting style. Players can construct move sets from hundreds of punches, kicks, and throws. You can select different fighting stances, which can have a significant effect on your performance in the arena, and assign special moves like Star Screamer and Chest Missile.

You can also dress your fighter up like a paper doll—a violent, bloodthirsty paper doll. Each fighter model, male or female, has a series of individual cosmetic pieces, from mullet wigs to high heels, so you can customize your fighter to look exactly as you want him or her to look. The game offers online play, so getting your fighter in tiptop shape—both cosmetically and in terms of ring-readiness—is important.

Kost of Kustomizing

Mortal Kombat Armageddon doesn't just hand over the keys to the kingdom when you first begin the fighter creation process. There are plenty of cosmetic pieces and fighting moves you can assign to your personalized fighter right away, but a majority will cost you. You must spend koins, earned during Konquest, to unlock some of the more stylish gear or stronger moves.

Once you spend koins, an item or move remains available for that specific profile no matter how many kombatants you create. Fortunately, you can see how each piece or move looks before committing to a purchase, because once you spend koins and save your game, there are no refunds.

Appearance

Almost every square inch of your fighter can be dressed up, polished, and decorated with everything from ninja garb to devil horns. There are several categories of personalization and many things you can change for each category. For example, when altering your fighter's lower body, you can add pants, a belt, and boots. Depending on the gender of your fighter, you have different costumes and hairpieces to choose from.

Male fighter model

Male fighter model

Almost every costume piece can be dyed hundreds of colors, so your ensemble can either match or be so garish it will distract your opponent.

Head

Male Face

Feature	Price
Cyborg	1,500
Evil	500
Evil Undead	500
Eye Scar	—
Old	1,000
Possessed	2,000
Old Evil	500
Old Undead	—
Outworld	—
Reptile	1,000
Scar	500
Skull	1,500
Flaming Skull	2,000
Skull Tattoo	500
Sorcerer	500
Stubble	1,000
Tarkatan	1,500
Undead	500
Vampire	1,000
Zombie	1,500
Angry	—
Cyborg	1,000
Evil Undead	500
Eye Stripe	500

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Female Face

Feature	Price
Geisha	500
Old	—
Possessed	1,500
Old Evil	1,000
Old Undead	500
Outworld	—
Reptile	1,000
Scar	—
Skull	1,500
Flaming Skull	2,000
Tarkatan	—
Undead	—

Examples

Flaming Skull

Reptile

Male Hair

Feature	Price
Afro	—
Afro Small	500
Anime 1	1,000
Anime 2	1,000
Anime 3	500
Bowl	—
Buzzcut	1,000
Devil	1,000
Dreads	1,500
Dutch	500
Fantasy	1,500
Feral	500
Flattop	—
Forest	1,000
Long	—
Manchu	500
Metro	1,000
Mohawk	1,500
Mohawk Low	500

Male Hair (cont.)

Feature	Price
Mullet	1,000
Old Long	—
Pillar	1,500
Ponytail	500
Receding	1,500
Shaved	500
Shag	1,000
Shaw	1,000
Short	500
Slicked Back	500
Spiked	1,500
Spiked Mohawk	1,500
Swoop	500
Top Braid	2,000
Wave	1,500

Female Hair

Feature	Price
Afro, Large	1,000
Afro, Retro	1,500
Afro, Small	1,500
Anime 1	500
Anime 2	1,500
Bangs	500
Bob	—
Bun	1,000
Braid	—
Cornrows	1,500
Double Bun	500
Dreads	500
Flattop	—
Geisha	500
Geisha Long	500
Medium	—
Mohawk	1,000
Pigtails Braids	1,500
Pigtails Large	1,000
Pigtails Small	500
Ponytail High	500
Ponytail Large	1,000
Ponytail Low	1,500
Spike	1,500
Slick	2,000
Top Braid	500
Widow's Peak	1,000

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Female Hair (cont.)

Feature	Price
Flattop	—
Geisha	500
Geisha Long	500

Examples

Geisha Long

Anime 2

Male Helmet

Feature	Price
Bandana	1,000
Beanie	500
Beret	—
Bowler	1,000
Cap	500
Cap Front	1,500
Cowboy	1,000
Cowl	500
Cyber Ninja	1,500
Elder Gods	—
Fedora	1,500
General	500
Half Cowl	1,000
Horned	2,000
Kabal	500
Knit Cap	1,000
Kung Lao	500
MK1 Hood	—
Ninja Hood	1,000
Raiden	500
Early Raiden	1,500
Samurai	500
Shao Kahn	1,500
Space Hawk	2,000
Space Ninja	1,000
Stealth Hood	—
Top Hat	1,000

Male Helmet (cont.)

Feature	Price
Trident	—
Viking	500
Wicker Hat	—
Wizard Cap	500

Female Helmet

Feature	Price
Ashrah	1,000
Bandana	500
Baseball	500
Beanie	—
Beret	500
Bowler	1,000
Cowboy	1,500
Cyrax	500
Elder Gods	—
Fedora	500
Fishing	500
Golf	500
Headband	500
Hotaru	1,000
Knit Cap	500
Kung Lao	1,500
Ninja Hood	—
Military	500
Raiden	1,000
Skull Cap	500
Stealth Hood	500
Top Hat	1,000
Trident	—
Viking Helmet	500

Examples

Space Ninja

Elder Gods

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Upper Body

Male Torso

Feature	Price
Bakara	1,000
Biker Jacket	1,000
Biker Jacket S	500
Chinese Ninja	500
Crew Neck	500
Cyber Armor	1,500
Cyber Armor S	1,000
Elder Gods	—
Harness	500
Hoodie	500
Karate	1,500
Kung Fu	1,000
Layered Gi	500
Mandarin	1,000
MK1 Ninja	—
MK3 Ninja	1,000
Mongol	500
Ninja V	500
Ninja V Long	1,500
Oxford	1,000
Oxford 2	500
Polo	1,000
Polo S	500
Reptile	1,000
Robe	—
Robe S	1,000
Samurai	1,000
Samurai S	1,000
Sash	500
Skull Harness	2,000
Sleeveless Hoodie	1,500
Sleeveless T-Shirt	500
Spiked Armor	500
Sportcoat	1,500
Suit	1,000
Superhero 1	500
Superhero 2	1,000
Superhero 3	1,000
T-Shirt	500
Tank Top	—
Trenchcoat	—
Tuxedo	1,500
V Collar	500
Yakuza Tattoo	500

Female Torso

Feature	Price
Armor Bustier	1,000
Armor Collar	500
Asymmetric	1,500
Bustier	500
Baggy	500
Breastplate	—
Chain Mail Bra	500
Corset	—
Corset Shirt	1,000
Cutoff	500
Dainty	—
Daisy	1,000
Demi Bustier	2,000
Elder Gods	—
Hoodie	1,000
Jacket	500
Karate	—
Kimono	1,000
Lace Bustier	1,500
Leather	500
Leopard	500
Leotard Collar	1,000
Leotard Stripe	—
Mandarin	500
Mantle	1,000
Ninja V	—
Retro Ninja	500
Samurai	500
School	1,500
Ski	500
Superhero 1	1,000
Suspenders	1,000
Tank Top	500
Tank Collar	1,000
Tiger	500
Track	—
Tube Top	500
Vinyl Jacket	1,000
Vinyl Short	500
Vinyl Tank	—
V-Neck	2,000
Wifebeater	500
Wrap	1,000

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Examples

Armor Bustier

Tuxedo

Male Cloth

Feature	Price
Cyber Ninja	500
Front	—
Leather	—
Long	—
MK3 Ninja	1,000
Quilted	—
Sash	1,000
Scale	500
Cyber Tail	1,500
Demon Tail	500
Reptile	500
Tiled	—

Female Cloth

Feature	Price
Front and Back	500
Front and Back Short	—
Front and Back Split	500
Front Long	500
Kimono	1,000
Mandarin	500
Ninja V	—
Sash	1,000
Side Long	500
Tail, Demon	1,000
Tail, Lion	1,500
Tail, Metallic	1,000
Tail, Reptile	500
Tail, Tiger	1,000
Tiled	—

Examples

Reptile Tail

Leather

Male Gloves

Feature	Price
Bionic Arms	1,500
Boxing	500
Clawed	1,000
Cryomancer	—
Cyber	500
Cyber 2	1,000
Dragon Arms	2,000
Elder Gods	—
Fingerless	—
Hook	1,500
Karate	500
Kenpo	1,000
3 Knives	1,500
Leather Short	500
Leather Medium	—
Leather Long	—
MK3 Ninja	1,500
Ninja	500
Plain Band	1,000
Rain	1,500
Shaolin Rings	500
Shokan	2,000
Spiked Band	1,000
Studded Wrist	500
Tarkatan L	1,500
Tarkatan M	500
Wraps	—
Wristbands	1,000

Female Gloves

Feature	Price
Banded Medium	500
Banded Long	—
Beast	1,500

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Female Gloves (cont.)

Feature	Price
Bionic Arms	2,000
Boxing	500
Cyromancer	2,000
Elder Gods	—
Fingerless	—
Karate	500
Kenpo	1,000
Leather	1,000
Leopard	500
Ninja V	—
Plain Leather L	1,500
Plain Leather M	500
Plain Leather S	—
Retro Ninja	1,500
Samurai	500
Ski	500
Tarkatan Medium	—
Vinyl Long	500
Vinyl Medium	1,000
Vinyl Short	1,500
Wraps	—

Examples

Bionic Arms

Cryomancer

Lower Body

Male Pants

Feature	Price
Baggy	—
Bell Bottom	1,500
Bolero	500
Boxing	1,000
Camouflage	1,500
Cargo Pants	1,000

Male Pants (cont.)

Feature	Price
Cropped Tights	500
Cyber	500
Cyber Ninja	1,000
Elder Gods	—
Jeans	—
Karate	500
Kickboxing	1,000
Kung Fu	—
Kung Fu Dragon	1,500
Kung Fu Stripe	1,500
Leather	—
MK1 Ninja	—
MK3 Ninja	1,000
Shorts	500
Spandex Shorts	500
Superhero	1,000
Striped Running	500
Striped Spandex	500
Torn Pants	1,000
Trunks	1,000
Tuxedo	500
Valetudo	1,000

Female Pants

Feature	Price
Bells	1,500
Camouflage	1,500
Chain Mail Thong	500
Chaps	—
Daisy	1,000
Double Thong	500
Elder Gods	—
Fitness	1,000
Jeans	—
Karate	—
Khaki Shorts	1,000
Kung Fu	—
Leather, Plain	1,000
Leather, Tight	500
Leopard	1,500
Leotard Collar	500
Leotard Stripe	—
Ninja	—
Ninja V	500
Plaid Skirt	500

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Female Pants (cont.)

Feature	Price
Retro Ninja	1,000
Satin	500
School	2,000
Shorts	500
Ski	—
Superhero 1	1,000
Suspenders	1,000
Thong	—
Tiger	1,500
Track Pants	1,000
Vinyl	500
Vinyl Thong	500

Examples

Bell Bottoms

Camouflage

Female Belt

Feature	Price
Big Buckle	500
Chain	1,000
Elder Gods	—
Karate	—
Leather Plain	500
Leather Wide	500
Sash Wide	—
Studded	—
Tiger	500
Utility	500
Vinyl	1,000

Examples

Bell Bottoms

Camouflage

Male Belt

Feature	Price
Brass	1,000
Chain	500
Elder Gods	—
Karate	—
Leather Slim	—
Leather Wide	500
Lion	1,000
Rope	500
Sash Slim	1,000
Sash Wide	500
Studded	1,000
Studded Brass	1,500
Superhero	500
Quilted	—
Utility	500

Male Boots

Feature	Price
Beast	2,000
Boxing	500
Cyber	1,000
Cyber Ninja	—
Elder Gods	—
Flared Kombat	500
Flared Riding	500
Flared Superhero	1,000
Hitops	500
Kombat Boots	1,000
Kung Fu	—
Mandarin	500
Ninja Medium	500
Ninja Long	—
Riding Short	500
Riding Medium	1,000
Riding Long	1,500
Shaolin	500
Shokan	2,000

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Male Boots (cont.)

Feature	Price
Short Boots	500
Sneakers	1,000
Superhero M	500
Superhero L	1,000
Tabi Short	500
Tabi Medium	—
Tai Chi	500
Tatami	1,000
Tuxedo	1,000
Wraps Short	500
Wraps Medium	500
Superhero M	500
Superhero L	1,000
Tabi Short	500
Tabi Medium	—
Tai Chi	500
Tatami	1,000
Tuxedo	1,000
Wraps Short	500
Wraps Medium	500

Female Boots

Feature	Price
Buckle	1,000
Cowboy Boots	500
Dragon	2,000
Elder Gods	—
Flair Short	500
Flair Medium	—
Flair Long	1,500
Heels	—
Hitops	1,000
Jump	2,000
Kung Fu	500
Leather Short	1,000
Leather Medium	500
Leather Long	500
Leopard	1,000
Moccasin Short	500
Moccasin Medium	1,000
Moon Boots M	500
Moon Boots S	—
Motorcycle	1,000
Ninja Short	500
Ninja Medium	—

Female Boots (cont.)

Feature	Price
Ninja Long	1,000
Ninja V	1,000
Retro Ninja	500
Samurai	500
School	1,500
Shaolin	—
Sneakers	500
Straw Sandals	1,000
Vinyl Short	500
Vinyl Medium	1,000
Vinyl Long	1,000
Wood Sandals	500

Examples

Dragon

Sneakers

Accessories

Male Head Accessories

Feature	Price
Beard Long	500
Beard Short	500
Bionic Eye	1,000
Blindfold	—
Bandit Mask	500
Centaur Horns	—
Cryo Mask	—
Devil Horns	1,500
Eyepatch	500
Facial Hair	—
Full Beard Long	—
Full Beard Short	500
Full Hair Long	500
Full Hair Short	1,000
Goatee Long	500
Goatee Short	500

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Male Head Accessories (cont.)

Feature	Price
Half-Cowl	1,000
Headband	500
Hockey mask	1,500
Ming	1,000
MK1 Mask	—
MK2 Mask	500
Mustache Long	500
Mustache Short	500
Ninja Mask 2	—
Open-Face Cowl	1,000
Oval Glasses	—
Pointy Ears	1,000
Punk Glasses	500
Retro Glasses	500
Round Glasses	500
Shades	—
Van Dyke	500

Female Head Accessories

Feature	Price
Bandana	—
Bandit Mask	500
Collar, Leather	500
Collar, Studded	1,000
Eyepatch	1,000
Goggles	500
Horns	1,500
Ninja Mask	500
Oval Glasses	—
Punk Glasses	1,000
Retro Glasses	500
Retro Ninja	—
Riding Glasses	1,000
Round Glasses	500
Round Ears	1,500
Sport Glasses	500
Tiara	1,000
Veil	2,000
Wire Glasses	500

Examples

Hockey Mask

Eyepatch

Male Chest Accessories

Feature	Price
Bandoliers	1,000
Bat Wings	—
Bird Wings	500
Cape	—
Elder Gods	—
Gun	1,000
Monk Beads	—
Ninja Swords	500
Samurai Flags	500
Samurai Sword	1,000
Scarf, Long	500
Scarf, Short	500
Scarf, Thin	1,000
Shield	1,000

Female Chest Accessories

Feature	Price
Angel Wings	1,000
Backpack	1,000
Bat Wings	500
Cape	—
Elder Gods	—
Medallion	1,000
Monk Beads	—
Samurai Flags	500
Scarf	1,500
Tiger Necklace	1,000

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Examples

Dragon

Sneakers

Male Arm Accessories

Feature	Price
Commander	500
Cortez	500
Cyber Ninja	500
Dragon	500
Elbow Pads	1,000
Elder Gods	—
Flair	500
General	500
Kintaro	500
Layered	500
Ming	500
Round	500
Round Spiked	500
Samurai	—
Tiled	500
Tripled Studded	500

Female Arm Accessories

Feature	Price
Bracelet Rings	500
Spiral Bracelet	—
Double Armband	—
Cortez	1,000
Dragon	1,000
Elder Gods	—
Leather Armband	2,000
Ming	1,000
Padded Gauntlet	1,000
Samurai	500
Samurai Gauntlet	1,000
Single Band	500
Spiked Wristband	—
Studded Armband	—

Female Arm Accessories (cont.)

Feature	Price
Studded Wristband	1,000
Tiger Wristband	500
Tiled	500
Triple Armband	500
Triple Studded	1,000

Examples

Triple Studded

Round Spiked

Male Leg Accessories

Feature	Price
Dragon	1,000
Knee Pads	500
Samurai	—
Skull	500
Tiled	500

Female Leg Accessories

Feature	Price
Double Leg Band	1,000
Dragon	500
Gun Holster	1,500
Knives, Calf	500
Knives, Thigh	—
Samurai	1,000
Skull	1,000
Single Band	500
Spiral Anklet	1,000
Studded Shinguard	500
Tiled	500

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Examples

Skull

Samurai

Attributes

Nose Width	Cheek Width
Nose Length	Jaw Width
Mouth Width	Eyelids
Lip Size	Eye Angle
Cheekbones	Breast Size (female only)

Fighting

Appearance is an important part of the personalization of your fighter, but it is the fighting aspects of the Kreate a Fighter mode that will determine your fighter's character type and abilities in a match. You can choose attacks from a variety of hand-to-hand fighting and weapon styles, as well as special moves for your character.

Fighting Style

Your custom fighter will feature two attack styles, just like the regular characters in *MK Armageddon*. The primary style for your character will be a hand-to-hand style that is determined by the selections made in the Fighting Style section.

Basics

As the title indicates, this is where you will choose the basic elements of your character's fighting style. You can name the style anything you wish and choose the stance that your character will fight in. The stance has no effect on the attacks available to you or the way that your character fights, so choose whatever stance appeals to you. The game also offers preset styles for a character with an aggressive or defensive style, or a character that is balanced between the two. If you choose a preset style, all the attacks will be selected for you, based on the preset you have chosen.

Stances

Ba Shan Fan	Kickboxing	Silat
Ba Gua	Kuo Shou	Snake
Baji Quan	Leopard	Sumo
Chou Jaio	Long Fist	Sun Bin
Choy Lay Fut	Lui He	Tae Kwon Do
Dragon	Lui He Ba Fa	Tai Tzu
Eagle Claw	Mantis	Tai Chi
Escrima	Mian Chuan	Tang Soo Do
Fan Zi	Mit Zu	Tong Bei
Fu Jow Pai	Mi Zong	Val Tudo
Goju Ryu	Moi Fah	Wing Chun
Gold Dragon	Monkey	Wrestling
Hapkido	Muay Thai	Xing Yi
Hua Chuan	Nan Chuan	Ying Yeung
Hung Gar	Ninjitsu	Yuan Yang
Jeet Kune Do	Pao Chui	Yue Chuan
Judo	Pi Gua	Zha Chuan
Jujutsu	Shaolin Fist	Zi Ran Men
Karate	Shorin Ryu	
Kenpo	Shotokan	

Attacks

Every hand-to-hand attack in the game that is not categorized as a special move can be assigned in this section. You will be given a list of command notations, followed by a list of attacks available for that notation. Not all attacks are available for every notation listed. Canned combos are listed as multiple notations. The last command in a canned combo is the attack you are selecting. For this to work properly, you must have already selected attacks for every notation except the last notation listed in the canned combo string.

High Punch: A high-hitting punch attack.

Medium Punch: A mid-hitting punch attack.

Low Punch: A low-hitting punch attack.

High Kick: A high-hitting kick attack.

Medium Kick: A mid-hitting kick attack.

Low Kick: A low-hitting kick attack.

Popup: An attack that will knock an opponent into the air.

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Stun: An attack that will temporarily daze an opponent.

Stumble: An attack that will cause your opponent to stumble

Sweep: A low-hitting attack.

Uppercut: A punch attack that will knock an opponent into the air.

Knockdown: An attack that will knock an opponent to the ground.

Air Move: An attack that must be used while in the air.

High Punch Attacks

Attack	Price
Backfist	—
Backfist Strike	—
Blending Hands	—
Blurry Punches	—
Bone Breaker	150
Center Punch	200
Chained Strike	100
Chest Blast	—
Chest Punch	—
Chin Lifter	150
Chine Strikes	—
Chop Chop	100
Chop Strike	100
Chopping Strike	100
Chopping Wind	150
Circling Hand	150
Cold As Ice	—
Cold Fingers	200
Corkscrew Blow	—
Cotton Boxing	100
Cotton Punch	100
Crossing Fangs	200
Crushing Fists	150
Crushing Hands	200
Crushing Punch	100
Death Knuckle	150
Dirk Fist	100
Dragon's Scratch	200
Dual Shotei	150
Duo Twins	150
Face Hit	100
Fan Zi Quan Fists	150
Fast Hammer Strike	200
Fast Hands	100
Fast Leo Paws	150

High Punch Attacks (cont.)

Attack	Price
Flat Punch	150
Floating On Air	250
Frying Hands	—
Funky Spins	—
Furious Hands	200
Fury Fists	150
Fury Palms	100
Going Ape	200
Good Old 1-2	100
Grasping Fingers	200
Head Knocker	100
Hidden Hands	150
Hook Fist	100
Hooking Wrist	200
Hunting For Prey	300
Iron Fist	200
Juke Fists	—
Klaws	100
Knuckle Fist	150
Knuckle Punches	100
Kobra Hisses	200
Kobra Strikes	150
Krusty Claws	—
Learning To Stand	—
Left Cross	—
Light Fight	—
Lightning Jab	—
Lights Out	—
Listen To The Sound	—
Long Fist Rush	100
Long Stone Reach	150
Look Out	100
Lucky Tricks	200
Lunge Attack	100
Masked Psycho	200
Moslim Fists	150
Neck Chop	—
Ninja Strikes	150
Nitro Strikes	200
Nukite	150
Open Air	150
Open Fist Strike	—
Ox Tongue Palm	—

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High Punch Attacks (cont.)

Attack	Price
Pointy Claws	—
Power Chest Strike	150
Pressure Fist	100
Quick Hook Punch	100
Quick Punch	250
Reaching Punch	150
Reaver Strikes	100
Ring Out	250
Rocks	150
Sharp Nails	100
Sideways Poke	200
Small Frame Strike	150
Spear Blast	100
Spear Hand Strike	100
Spin Fists	100
Spiritual Snake	—
Steel Punches	—
Stomach Pain	300
Stomach Smack	100
Stone Hand	150
Straight Attack	100
Straight Chop	100
Straight Claw	200
Sumo Slap	—
Sunshine	250
Swift Arm	150
Tango	200
Teeth Strikes	250
The Chop Shop	100
Throat Chop	100
Throat Punch	150
Tiger Claw	300
Trapping Hands	100
Tree Monkey	300
Twilight	100
Twin Eye Poke	150
Twister Punches	150
Twisting Elbow	200
Twisting Python	250
Underground	—
Viper Strike	200
Wandering Claws	100
Yoke Punch	150
Zing Punches	150

Medium Punch Attacks

Attack	Price
2-Handed Knee Strike	—
Chest Backfist	—
Demon Slayer	500
Downward Elbow	200
Dummy Attack	1,000
Gun Punches	500
Gut Slap	200
Leg Chopper	—
Rainbow Chop	250
Side Chop	1,000
Sternum Punch	250
Stomach Palm	200
Trickster Fists	300
Upward Elbow	—

Low Punch Attacks

Attack	Price
Backhand Punch	—
Crouching Chop	—
Crouching Fang	—
Dragon Elbow	—
Ducking Claws	200
Golden Fist	150
Ground Punch	—
Hand Chop	150
Keg Fist	150
Knee Chop	100
Knee Punch	—
Knee Strike	150
Knife Strike	200
Low Quick Claw	100
Lowering Punch	—
Mantis Claw	100
Mean Scratch	300
Needle Fingers	200
Ninja Punch	150
Palm Blast	150
Quick Duck Attack	500
Shin Buster	—
Skewer	250
Sly Punch	100
Snake Bite	150
Spinning Fist	200
Step Strike	250
Stomach Punch	—

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Low Punch Attacks (cont.)

Attack	Price
The Claw	150
Tiny Uppercut	1,000

High Kick Attacks

Attack	Price
Black Flight	—
Blurry Vision	—
Cold Grounds	300
Deadly Venom	300
Double Kicks	300
Escrima Knees	300
Flowing Wing	500
Forward Snap Kick	500
Front Snap Kick	200
Hazy	300
Long Ranged Strike	300
Mid-Section Kick	500
Powerman	300
Reigning God	300
Setup Kicks	250
Shooting Star	300
Snap Kick	200
Snap Side Kick	250
Solar Plexus Kick	300
Spider Legs	500
Stomach Kick	250
Swiftness	500
Swoop	500
Texas Sidekick	300
Turning Heels	500
Wasteland	500
Wooden Legs	200

Medium Kick Attacks

Attack	Price
2-Hit Axe Kick	—
Chained Up	—
Cold Feet 300	
Funny Boots	500
Head Knocker	—
Large Frame Kick	500
Soaring Crane Feet	300
The Chicken Leg	2,000
Tip Toe	500
Wild Kick	300

Low Kick Attacks

Attack	Price
Ankle Attack	—
Ankle Kick	—
Ankle Tapper	—
Back Sweep	—
Backwards Shin	—
Calf Strike	—
Chill Foot	100
Chip Kick	150
Chyun Teui	100
Clean Low Hit	100
Cobra Kick	—
Crab Kick	200
Creeping Kick	200
Creeping Toes	200
Crouching Kick	100
Cruncher	100
Dancing Foot	100
Dancing Queen	200
Dangerous Kick	100
Demon Spinkick	150
Demon Sweep	100
Destroyer	150
Digging Heels	150
Dragon Kick	200
Duck Spin Kick	100
Flesh Kick	150
Floor Kick	100
Foot Kick	100
Foot Plant	150
Foot Press	200
Front Stomp	250
Front Sweep	100
Frozen Wind	100
Gathered Strength	250
Heel Strike	300
Icy Trip	100
Knee Bruiser	100
Knee Hammer	300
Knee Knockdown	150
Leg Bash	—
Leg Sweeper	—
Lifting Kick	100
Low Fury	150
Mandarin Kick	100
Mule Kick	150

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Low Kick Attacks (cont.)

Attack	Price
Pecking Toe	500
Pitchfork	—
Pointy Toe Strike	250
Quick Shin Kick	100
Scratching Heels	—
Shin Blaster	—
Shin Kick	200
Slip Kick	100
Smashing Ankle	500
Sneak Attack	250
Sneaky Heels	100
Spin Kick	150
Spinning Knee Kick	150
Spinning Sweep Kick	100
Splitting Bone	100
Spring Kick	150
Standing Shin Kick	100
Sting Tap	250
Sweeping Kick	100
Thigh Kick	100
Thumb Tac	150
Toe Charge	150
Toe Kick	150
Toe Smash	100
Topplinng Attack	200
Train Kick	300
Trampling Toe	250
Turning Low Foot	100
Turning Low Kick	100
Twisting Low Kick	200
Wake The Dead Leg	100
West Side	150

Popup Attacks

Attack	Price
Bird of Prey	—
Carving The Way	—
Chest Clencher	—
Chin Breaker	—
Chin Elbow	300
Crushing Knee	500
Cyborg Strikes	250
Dark Shadow	500
Death Bed	1,000

Popup Attacks (cont.)

Attack	Price
Double Backfist	—
Evil Uppercut	500
Fiery Foot	250
Frenzy Strikes	300
Front Thrust Kick	1,000
Ghostly Strikes	500
Heavenly Strikes	300
Horse Kick	300
Icy Over Hit	1,000
Icy Snap	300
Iron Broom	500
Iron Horse	300
Kenpo Lift	500
Killer Legs	300
Knee Striker	200
Leaping Frog Legs	1,000
Let's Dance	—
Liftoff	—
Mind And Body	300
Motion Man	500
Mountain Air	300
Northern Lights	500
Outworld Guard	500
Painful Knee	1,000
Popup Palm	—
Popup Slice	300
Power Lift	—
Power Wrist	250
Pucker Up	1,000
Rising Cannon Legs	300
Rising Spade	300
Robot Crunch	300
Saber Uppercut	250
Shattering Kick	300
Shin Kick	300
Soaring Crane	300
Speedy Elbow	500
Strong Mule	500
Sunken Fangs	500
Sunset	300
The Art Of War	1,000
The Beast	300
The Champ	300
Thunder God Fists	300
Tiger Strikes	1,000

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Popup Attacks (cont.)

Attack	Price
Toe Jam	5,000
Up And Away	300
Upward Jackhammer	300
Upward Leg	1,000
Upwards Uppercut	—
Zong Tongs	500
Thunder God Fists	300
Tiger Strikes	1,000
Toe Jam	5,000
Up And Away	300
Upward Jackhammer	300
Upward Leg	1,000
Upwards Uppercut	—
Zong Tongs	500

Sweep Attacks

Attack	Price
Dragon Sweep	—
Foul Strike	150
Front Sweep	—
Hook Leg Takedown	—
Hop Dragon Sweep	1,000
Knee Pain	500
Leg Attack	300
Leg Scraper	250
Off Balance Trip	300
Reverse Take Out	500
Roundhouse Sweep	300
Scorpion Sting	500
Sneaky Trip	—
Spearhand Sweep	—
Spinning Dragon	200
Star Dragon Kick	1,000
Steel Leg Trip	300
Steel Teeth Strike	500
Swinging Sweep	300

Uppercut Attacks

Attack	Price
Dragon Sweep	—
Foul Strike	150
Front Sweep	—
Hook Leg Takedown	—
Hop Dragon Sweep	1,000
Knee Pain	500
Leg Attack	300
Leg Scraper	250
Off Balance Trip	300
Reverse Take Out	500

Knockdown Attacks

Attack	Price
Affliction Fist	—
Back Kick	—
Backlash	—
Berserker Rage	—
Big Blast	—
Black Out	—
Blitz Rush	200
Blood Point	250
Bloody Master	300
Boot Fling	300
Brutal Knee	150
Champion Sumo	300
Cheap Cold Shot	500
Chest Breaker	300
Chest Opener	250
Cloud Hands	500
Crescent Kick	300
Cross Fang	500
Crunchy Kick	300
Crushing Palm	200
Cunning Killer	300
Dark Vengence	150
Diving Eagle	—
Double Fist Strike	200
Double Handed Push	250
Elbow Grease	250
Face Scrape	250
Face Strike	300
Falling Tree	150
Feel The Power	—
Flank Kicks	200
Flip Kick	1,500

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Knockdown Attacks (cont.)

Attack	Price
Flowing Water	—
Foot Plant	250
Foot Wallop	—
Forceful Leg	—
Foreceful Palms	250
Freezing Boots	150
Frontwards Elbow	300
Giant Kick	150
Gifted Warrior	—
Good Order	200
Good Seasons	500
Ground And Air	250
Ground Work	—
Havik Attack	300
Hay Maker	500
Heavy Damage	500
Heel Kick	150
Hellfire Doom	150
Hidden Killer	200
High Hook Kick	250
High Thai Kick	200
Hop Side Kick	200
Hop-Kick	150
Hopping Back Kick	200
Ice Pick	—
Icy Crane	—
Inside Kick	500
Jumping Spin Kick	—
King Palms	250
King's Crown	200
Krazy Apes	300
Lifting Flat-Foot	200
Lifting Knee	—
Lightning Fast	200
Lightning Feet	—
Liquid Style	250
Long Arm Palm	—
Long Arm Pokes	200
Long Tiger Claws	200
Longfist Blast	—
Monkey Push	250
Monkey Trouble	—
Nightfall	—
Nitro Kicks	1,000
Nomad Cross	300

Knockdown Attacks (cont.)

Attack	Price
Off Balance Push	300
Old Timer	—
Overhead Pain	250
Pink Dragon	200
Ple Distance	200
Power Chop	—
Power Fist	250
Power High Kick	—
Power Palm	300
Power Punch	500
Punishment	200
Pushing Hands	—
Q-Fists	300
Razor Elbow	—
Red Dragon	—
Red Robot	200
Rising Ridgehand	—
Rubberband Punch	150
Rushing Ridge Rand	300
Savage Hands	200
Seek And Destroy	200
Serpent Takes Prey	250
Set-Up	200
Sharp As Hell	300
Side Snap Kick	200
Silat's Salute	250
Sliding Hands	250
Snake Whipping Tail	—
Soaring Edge Hand	300
Somersault Kick	—
Spear Hand Thrust	—
Speedy Strike	—
Spinning Back Kick	—
Spinning Sidekick	150
Spirits Of Night	—
Spiritual Snake Tail	250
Spring Leg	—
Stealth Blast	—
Steel Headbutt	—
Steel Toe Kick	—
Stick Fists	—
Stone Reach	—
Stone Wrists	—
Strong Rhino	—
Stunning Prey	—

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Knockdown Attacks (cont.)

Attack	Price
Suffering	200
Sumo Push	—
Swoosh	—
Tasty Wine	250
The Hunted Prey	300
Thigh Break	—
Throat Kick	200
Thrust Kick	—
Thrusting Palms	200
Thunder Gods	250
Thunderous Slap	—
Time Stopper	—
Twin Ox	250
Twisting Dragon	200
Twisting Kick	300
Twisting Knocker	250
Unleashed Pain	250
Valtudo Striker	250
Wheel Kick	—
Whirling Spin Kick	300
Wing Chop	200
Wrath Of Kira	300
Yellow Tail	—
Zero Tolerance	300
Zong Rage	200

Stun Attacks

Attack	Price
Blackout	—
Cross Fang	—
Diving Crane	—
Fierce Snake	150
Hammock Fists	200
Head Crusher	150
Head Spinner	250
Hidden Fists	—
Lift Kick	250
Long Arm Fist	—
Metal Mantis	—
Shaolin Parry	—
Snake Bite	—
Strong Knee	—
Teethe Smasher	—
Twin Fingers	200

Stumble Attacks

Attack	Price
Back Kick	—
Back Off	—
Bad Daegon	—
Blows Of Doom	—
Cage Fury	—
Chameleon Trap	—
Claw Swipe	1,000
Cold Fists	150
Cruncher	100
Dangerous	1,000
Deadly Decoy	200
Deadly Dawn	300
Digging Fingers	150
Dreadful Things	300
Dual Chest Swipe	200
Dual Duck Strike	200
Ducking Cross	250
Eye Poke	150
Feeling Lucky	—
Fingers Of Death	200
Fingers To The Eyes	150
Fly Girl	150
Front Sidekick	—
Going Crazy	200
Hard Core Fighter	300
Hard Hands	300
Headbutt	200
Helmet Punch	300
Hero Of Paon	—
Hurtful Touch	300
Juke	100
Krazy Blury	150
Leaning Fingers	500
Leap Back Kick	250
Leaping Mantis Legs	500
Leopard Paws	250
Lets Play	—
Lightning Legs	150
Lock Down	200
Lost Rose	250
Lunge Strikes	200
Mid Kick	250
Mid Knee	250
Mid Palm Strike	250

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Stumble Attacks (cont.)

Attack	Price
Open Palms	200
Panic Attacks	150
Pelvis Strike	200
Perfect Form	300
Power Heels	300
Rapid Chain Punches	250
Rattle It Up	200
Red Zone	250
Road To Victory	200
Rocky Road	—
Side Kick	200
Sideways Smack	—
Sidewinder	250
Snap Attacks	300
Southern Sidekicks	200
Spinning Elbow	300
Spinning Force	300
Step Snap Kick	200
Stomach Smash	300
Strong Elbow	250
Strong Horse	500
Super Chops	300
Swinging Elbow	—
The King	200
Triple Takeout	200
Truck Stopper	200
Whispering Tail	200
White Tiger	250
Winner Kombo	300
Yielding Fire	250
You Can't Escape	300
Rattle It Up	200
Red Zone	250
Road To Victory	200
Rocky Road	—
Side Kick	200
Sideways Smack	—
Sidewinder	250
Snap Attacks	300
Southern Sidekicks	200
Spinning Elbow	300
Spinning Force	300
Step Snap Kick	200

Stumble Attacks (cont.)

Attack	Price
Stomach Smash	300
Strong Elbow	250
Strong Horse	500
Super Chops	300
Swinging Elbow	—
The King	200
Triple Takeout	200
Truck Stopper	200
Whispering Tail	200
White Tiger	250
Winner Kombo	300
Yielding Fire	250
You Can't Escape	300

Air Move Attacks

Attack	Price
War Cry	—
Onslaught	1,000
Cyclone	1,500
Bombardment	2,000
Fallout	2,000

Weapon Style

The secondary fighting style for your created fighter is a weapon-based style. In this section, you will choose the weapon and stance for your secondary style, as well as the attacks that you will be able to use.

Basics

This is where you will select the base settings for your character's weapon style. You can create your own custom name, choose your weapon, and pick the stance your fighters will use while in their weapon fighting style. The stance is aesthetic

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and has no effect on the attacks you can use. You can also select a preset, which gets you a balanced weapon style with all attacks automatically selected.

Weapons

Swords	Axes
Autumn Dao	Axe
Broadsword	Cleaver
Demon Fang	Crude Hammer
Devastator	Kick Axe
Drakesword	War Hammer
Katana	Spiked Club
Kori Blade	
Kriss	
Kunlun Dao	
Machete	
Ninja Sword	
Storm Sword	

Stances

Swords	Axes
Autumn Dao	Axe
Katana	Cleaver
Kori Blade	Crude Hammer
Kunlun Dao	
Kirehashi	
Machete	
Mugai Ryu	
Pulse Blade	

Attacks

Every weapon-based attack in the game that is not categorized as a special move can be assigned in this section. You will be given a list of command notations, followed by a list of attacks available for that notation. Not all attacks will be available for every notation listed. Canned combos are listed as multiple notations. The last command in a canned combo is the attack you will be selecting. For this to work properly, you must have already selected attacks for every notation except the last notation listed in the canned combo string.

Medium Weapon: A mid-hitting weapon attack.

Low Weapon: A low-hitting weapon attack.

Popup: A weapon attack that will knock an opponent into the air.

Sweep: A low-hitting weapon attack.

Knockdown: A weapon attack that will knock an opponent to the ground.

Uppercut: A weapon attack that will knock an opponent into the air.

Stun: A weapon attack that will temporarily daze an opponent.

Stumble: A weapon attack that will cause your opponent to stumble.

Air Move: An attack that must be used while in the air.

High Punch Attacks

Attack	Price
Extreme Fists	100

Low Kick Attacks

Attack	Price
Sweep Kick	100

High Weapon Attacks

Attack	Price
Angry Edge	—
Bloodfire	—
Burning Pulse	—
Fast Hands	—
Guri-Ki	200
Hot Bladez	250
Jaguar Stab	200
King Thunder	300
Lethal Slash	—
Lunging Low Stab	500
Mid-Section Slash	150
Overhead Slash	200
Shoulder Cut	250
Slice And Dice	500
Stinky Lizard	—
Stomach Poke	—
Swift Fire	200
Target Practice	150
Upward Wind	150
War Kick	300
Yellow Jacket Sting	—

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Medium Weapon Attacks

Attack	Price
1000 Deaths	
Body Slash	—
Crouching Cyclone	250
Dao Spin	200
Deadly Slashes	—
Fire Lizard	500
Fury Strike	150
Head Slicer	150
Hilt Blunt	100
Horizontal Stab	200
Knee Slasp	200
Kunlun's Best	200
Lizard Power	200
Melee Slice	—
Midsection Slash	200
Overhead Pike	500
Overhead Swing	250
Pelvis Kick	200
Quick Stab	—
Reverse Blade	250
Swift Wind	—
Thigh Slash	150
Tiger Slashes	500
Toe Poker	150
Upward Swing	250
Wushu Spin	150

Low Weapon Attacks

Attack	Price
Ankle Slice	—
Fallen Blade	—
Leg Trip	150
Low Slash	—
Low Thigh Slash	100
Reaching Low Hit	—
Sweeping Steel	200
Thigh Slash	200
Tornado Spin	500

Popup Weapon Attacks

Attack	Price
Assault	—
Dark Lifter	—
Devastator Pain	—
Easy And Quick	300
Icy Lift	250
Lifting Light	—
Misty Edge	500
Sun Beam	250
Swing Blast	150
Tornado Cutter	5,000
Upward Launcher	150

Sweep Weapon Attacks

Attack	Price
Leg Trip	—
Serpent Sweep	500

Uppercut Weapon Attacks

Attack	Price
2-Handed Uppercut	—
Belly Splitter	500
Hidden Agenda	—
Rising Uplift	250
Swinging Vengeance	250
Uppercut Blade	300

Knockdown Weapon Attacks

Attack	Price
Beast Power	—
Bitter Blade	—
Blood Thirsty	—
Double Hit	—
Drake Power	200
Face Slash	150
Fast Head Blow	150
Leaf Cutter	300
Madman Slice	200
Pulse Falcon	—
Quick Upward Slash	150
Reptilian Skin	—
Slime Blade	300
Speed Demon	150
Spring Kick	—
Tiger Slashes	250
Twin Swipes	200

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Knockdown Weapon Attacks (cont.)

Attack	Price
Twisted Teal Secret	250
Unmatched	—
Vicious Circle	—
Wheel Spins	150

Stun Attacks

Attack	Price
Agony's Edge	—
Bloodbath	—
Does It Hurt	300
Extreme Fists	500
Kriss Kross	350
Neck Thruster	—

Stumble Attacks

Attack	Price
Batters Up	—
Bloody Tip	—
Brain Damage	—
Chest Slash	100
Chest Stab	200
Dancing Kriss	150
Dazzle	200
Flame Of Death	200
Fly Away	—
Foot Chopper	150
Frosty Slash	150
Low Leg Slice	—
Mid Thigh Slash	150
Stomach Slash	200
Turning Boot	—
Wind Kontrol	—

Air Move Weapon Attacks

Attack	Price
Thrash Out	—
Downfall	1,000
Powerhouse	2,000

Special Moves

Every special move in the game can be assigned in this section. You will be given a list of command notations, followed by a list of special moves available for that notation. Each notation has a separate set of special moves that can be assigned to it. No special moves appear under multiple notations. Every special move listed in this section can be added to your character for free.

↓,←+■ (PS2) or ↓R←+X (Xbox)

Special Move	Price
Twisting Fire	1,000
Blue Moon	500
Teal Smoke	1,500
Catapult Bail	1,000
Powerstar	2,000
Bouncing Doom	2,000
Black Magic	1,500
Summoned Magic	1,500
Voodoo Trap	3,000
High Dragon Fireball	—
Low Dragon Fireball	1,000
Chest Missile	1,000
Upward Missile	500
Surging Blast	1,000
Air Fire Blast	1,000
Emperor's Shield	500
Flame On	2,000
Crackling Legs	1,000
Iron Leg	1,500
Star Screamer	1,000
Judgment Fist	1,000
Nightshade	500
Tele-Flurry	3,000
Chi-Blast	500
Crouching Chi-Blast	1,500

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⇨,⇨+× (PS2) or ✪Ⓡ✪+Ⓐ (Xbox)	
Special Move	**Price**
Flying Kick	—
Bike Kicks	500
Rolling Thunder	—
Running Serpent	2,000
Shadow Kick	1,000
Flying Lunge	500
Belly Bash	1,000
Monkey Flips	500
Gusting Cyclone	500
Grasshopper	2,000
Quick Trip	1,500
Split Flip Kick	500
Cold Shoulder	500
Torso Spin	1,000
Diving Corpse	2,000
Sliding Foot Grab	1,500
Charging Spikes	1,500
Backflip Kick	1,500
Gut Buster	1,500
Flying Flurry	500
Flipping Heel Kick	500
Air Rotate Kick	500
Rising Uppercut	500
Nature's Torpedo	2,000
Avoidance Punch	2,000
Twisty Kick	2,000
Target Practice	3,000
Poston Punches	1,500
Cannon Ball	1,000
Pretty Kick	500
Burning Fist	1,000
Wind Kick	1,000

⇦,⇨+▲ (PS2) or ✪Ⓡ✪+Ⓨ (Xbox)	
Special Move	**Price**
Spear	500
Summon Flames	3,000
Iceball	1,000
Puke Puddle	3,000
Earthquake	1,500
Tombstone Drop	3,000
Tornado Wind	1,500
Air Funnel	1,500

⇦,⇨+▲ (PS2) or ✪Ⓡ✪+Ⓨ (Xbox) (cont.)	
Special Move	**Price**
Lava Burst	1,000
Cannon Drill	1,500
Banshee Scream	1,000
Death From Above	1,500
Uplifting Knee	500
Rising Heel	2,000
Carnival Spin	500
Lightning From Above	3,000
Spin Cycle	2,000
Sliding Uppercut	2,000
Rolling Uppercut	1,000
Windmill Kick	500
Shocking Bolt	3,000

⇩,⇧+● (PS2) or ✪Ⓡ✪+Ⓑ (Xbox)	
Special Move	**Price**
Sky Kick	500
Vanishing Winds	—
Stealthy Shadows	1,000
Mysterious Magic	3,000
Tricky Portal	1,500
Dashing Evade	1,500
Rocket Punch	3,000
Hellfire Kick	1,000
Teleport Grab	3,000
Mystic Vapors	500
Wind Teleport	2,000
Boot Kamp	500
Mind Warp	1,000
Squarewave Punch	500
Tele-Punch	1,500

⇦,⇨+▲ (PS2) or ✪Ⓡ✪+Ⓨ (Xbox)	
Special Move	**Price**
Hocus Pocus	1,500
Hoodlum	1,500
Pasta Maker	1,500
Come Get Some	1,500
Whoppa	1,500
Room Sweeper	1,500
Sumo Stomp	1,500
Neck Breaker	1,500

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R2 (PS2) or BLK (Xbox)	
Special Move	**Price**
Hop Kick Throw	1,000
Face To Floor	500
Rollback	500
Arm Snapper	500
Windgod Throw	1,500
Aussie Bullog	1,000
One, Two, Three	2,000
Back Stomp	1,000
Trip Up	3,000
Flipping Strike	1,500
Face Eraser	1,000
Heel To The Gut	1,000
Chaos Axe Kick	3,000
Front Flip	1,000
Bouncer	3,000

Extras and Biography

In the Extras section, you can select the voice and victory kata for your created fighter. The voice is what you will hear anytime your fighter is hit or performs an attack or special move. The victory kata is the little dance your character performs after winning a round.

The Biography section allows you to customize your character's background information. This is where you come up with a name for your fighter, a victory slogan, and a background story.

Voices and Victory Katas		
Victory Katas	**Male Voices**	**Female Voices**
Badaz	Small Male 1	Small Female 1
Bow	Small Male 2	Small Female 2
Eagle	Small Male 3	Small Female 3
Female	Large Male 1	Large Female 1
Jeet Kune Do	Large Male 2	Large Female 2
Karate	Large Male 3	Large Female 3
Kick	—	—
Lin Kuei	—	—

Voices and Victory Katas (cont.)		
Victory Katas	**Male Voices**	**Female Voices**
Long Fist	—	—
Mantis	—	—
Shaolin	—	—
Snake	—	—
Tai Chi	—	—

Fighting Strategies

When creating your character, you need to remember a few things to ensure that your character can compete with the regular characters in the game. You have to take certain steps in the creation of your character's fighting style and weapon style, as well as in special move selection. You can create any character you wish, but characters who look cool or have a few flashy special moves won't necessarily be able to hold their own in battle.

Fighting Style

The first thing to note about your character's fighting style is that not every notation needs an attack for your character to be competent in battle. Make sure to assign all of the canned combo strings, and see that at least the first attack in each canned combo is a mid attack. This ensures that your canned combo cannot be ducked, which is one of the easiest ways for your opponent to avoid your attacks. At least one canned combo should end in a popup attack so that you can follow it up with an aerial combo.

For aerial combos, you can use the three air notations listed, but for maximum damage use a standard canned combo, and make sure it ends in a knockdown or popup attack. This ensures maximum damage.

To round out your character's fighting style, it's a good idea to mix in a few low attacks and even a canned combo that ends in a low attack. You can customize five canned combo notations. Of these five, two sets of two start with the same notation but end in different notations. Using one of these sets as a close-range mix-up and the other as your popup and knockdown canned combos gives your character a good variety of attacks. For the mix-up canned combo, make sure one combo ends in a mid attack and the other ends in a low attack.

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Weapon Style

In weapon style, as in fighting style, you do not need to fill every notation with an attack for your character to be competent in battle. The weapon style and fighting style for your character should be very similar. You need at least one popup attack and a canned combo that ends in a popup attack. You also need several low attacks and several mid attacks you can use as a close-range mix-up.

The primary advantage of your weapon style over your fighting style is that your weapon style has more than double the number of canned combos you can customize. This means that you can have one canned combo end in a popup attack, another in a knockdown attack, and still have several combos left for close-range mix-ups. Your weapon-based attacks will have a lot more variety if you make sure every one of your canned combo notations has a purpose.

Weapons generally have more range than your hand-to-hand fighting style. To take advantage of the additional canned combos, you may want to use your individual notations as low attacks, with your canned combos serving exclusively as your popup and knockdown attacks. This strategy lets you poke from midrange with your individual attacks and use your canned combos for close-range mix-ups, ground-to-air combos, and aerial combos.

Special Moves

Low-Hitting Special Moves

Low Dragon Fireball:
↓,←+■ (PS2) or ↓,←+X (Xbox)

Crackling Legs:
↓,←+■ (PS2) or ↓,←+X (Xbox)

Crouching Chi-Blast:
↓,←+■ (PS2) or ↓R←+X (Xbox)

Diving Corpse:
→,→+× (PS2) or →,→+A (Xbox)

Sliding Foot Grab:
→,→+× (PS2) or →,→+A (Xbox)

Mysterious Magic:
↓,↑+● (PS2) or ↓R←+X (Xbox)

Unblockable Special Moves

Flame On:
↓,←+■ (PS2) or ↓R←+X (Xbox)

Summon Flames:
←,→+▲ (PS2) or ←,→+Y (Xbox)

Puke Puddle:
←,→+▲ (PS2) or ←,→+Y (Xbox)

Earthquake:
←,→+▲ (PS2) or ←,→+Y (Xbox)

Tombstone Drop:
←,→+▲ (PS2) or ←,→+Y (Xbox)

Death From Above:
←,→+▲ (PS2) or ←,→+Y (Xbox)

The special moves have been divided between the various notations to ensure that your character is relatively balanced. This means that you cannot choose six projectile attacks for the six notations listed in this section. You're forced to create a balanced list of special moves for your created character. Still, there are a few things you should make note of to give your fighter an advantage.

Several of the special moves listed under the various notations will hit an opponent low. These attacks are listed in the sidebar. While you do not need to use all of these low attacks, having at least one low-hitting special move will give you a nice mix-up from midrange and beyond.

It's also helpful to have at least one unblockable special move in your character's arsenal. The unblockable special moves are listed in the sidebar. The special moves section of Kreate a Fighter has been balanced to ensure that your custom character has a balanced array of special moves. Spear and Iceball are two very popular special moves that can lead to a combo when they connect. You'll have to decide if you want one of these special moves or an unblockable special move in your character's arsenal.

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Motor Kombat

Kombat Karting

Some rivalries cannot be settled in the ring. When uppercuts or sword strikes won't bring satisfaction and closure, start your engines and take the battle to the speedway for Motor Kombat. Motor Kombat is a side game—an enjoyable diversion from the menace and bloodshed of the main fighting game or Konquest. Over a collection of 5 tracks—each themed as locations from the game—10 racers jockey for lead position in hopes of hitting the victory lap while rivals hit the hospital.

Note

There are 10 total racers, but only 8 racers on the track at a time.

Like the fighting game, Motor Kombat is full of Fatalities and special attacks. Scorpion spears his enemies. Sub-Zero freezes foes. Raiden shocks opponents with his powerful lightning. If these competitors don't finish each other off, there are always death traps to inflict gut-wrenching Fatalities. Karts are smashed, flattened, speared, and exploded. But that's what Motor Kombat is about—monstrous motor madness where the brake light is a sign of weakness and blood runs thicker than oil.

Racers

Ten fighters from the Mortal Kombat competition have been chosen to participate in Motor Kombat. These fierce brawlers are shrunk and fitted into go-karts that would never pass a safety inspection in the real world. Each kart is customized for its drivers, like Jax's tank or Johnny Cage's exotic sports car. Each racer has a special weapon to use, too, by picking up weapon power-ups on the tracks. Here's the starting lineup:

Baraka

Special Weapon: Double Spark

Don't let Baraka's toothy grin lull you into thinking he's out for a fun Sunday drive. This brutal kombatant whips around the tracks in his custom kart, fitted with razors that mirror the blades he uses to slash his opponent when he's fighting in the ring. Baraka uses his double spark attack to zap the other racers. The "double" refers to the jolt's ability to shock its first target and pass through to scramble another racer. It's a great weapon to launch into a crowded pack.

Cage

Special Weapon: Green Goo

Hollywood legend Johnny Cage wouldn't be caught dead in anything less than a candy apple red sports car—which is fitting, because all the other racers are determined to make sure he does indeed die in one. When Cage acquires a weapon power-up, he's granted one volley of green goo that explodes on the track ahead of him. Any racer caught in the goo is slimed and slowed, allowing Cage to speed past while gabbing to his agent about his next project.

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Cyrax

Special Weapon: Bomb

Cyrax's kart may be yellow, but the racer is anything but chicken. With a chassis full of the latest sci-fi gadgets, Cyrax takes to the track to intimidate all in his path. With his bomb attack, Cyrax punishes tailgaters. Rather than risk a rear end fender bender, the bruiser likes to teach his rivals a lesson about following too closely, with an explosion that bounces them around the track.

Jax

Special Weapon:
Ground Pound

Military man Jax takes to the track in his personal tank. All who dare oppose him risk being crushed beneath those tiny treads—but if those don't strike fear into rivals' hearts, Jax can also create a shock wave with his ground pound attack. The tank flies into the air (losing speed) and slams into the track, sending nearby rivals flying about. It's an effective attack in crowded corners.

Kitana

Special Weapon: Shield

Kitana tears up the track in her cobalt blue cruiser, a sleek kart that takes even the toughest turns like an ace. Kitana smiles beneath her veil, secure with the knowledge that she can protect herself from the other racers—and some death traps—with her weapon: a shield. When activated, a blue glow surrounds her kart and prevents everything from Scorpion's spear to Cage's green goo from doing any damage. This kart is a great starting choice for players who want to see the ins and outs of Motor Kombat.

Mileena

Special Weapon: Boost

Mileena is a vicious fighter, both in the ring and on the raceway. Her pink kart may look like a Malibu plaything, but that pretty princess look is there only to trick rivals into thinking she's not playing for keeps. Mileena's weapon is a speed boost that kicks her into high gear, but only for a brief period—a shorter time than fighters get from the turbo boosters on the tracks. It's a great way to save yourself from a Fatality in a death trap or pull off a last-second spoiler at the finish line.

Raiden

Special Weapon:
Lightning Shield

The god of lightning knows how to call down the thunder when rivals disrespect his skills on the track. Skimming along the surface in his hoverkart, Raiden shocks the competition with a wide-reaching lightning shield. It doesn't protect him from attacks, but it prevents anybody in the shield's radius from using theirs anytime soon. The lightning shield is perfect to use when coming into sharp turns or when you spot another player pulling in close to bump you off the road.

Scorpion

Special Weapon: Spear

"Get over here!" Scorpion's trademark rallying cry is heard as he roars down the speedways, spearing his competitors with a hook and line that grabs them and yanks them back behind his kart. Scorpion enjoys a speed boost when flinging rivals into his bloody wake, too. When you spot his yellow kart slipping behind you, take evasive action, because Scorpion's stinger is about to come out.

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Sub-Zero

Special Weapon: Freeze

Sub-Zero is taking his show on the road, freezing out the competition as he screams through the finish line. The heartless racer gets a chilly reception at Motor Kombat races thanks to his freeze attack, a ball of ice that is hurled in front of his kart and temporarily turns its target into an ice cube. Before the target can thaw, they're treated to a parting shot of Sub-Zero's snowmobile vanishing into the horizon.

Track Basics

Before saddling up to the starting line, you need to know the Motor Kombat basics. The tracks, full of curves, drops, and danger, are also home to a plethora of power-ups. Turbo boosts and weapon pick-ups allow racers to zoom at full speed as well as to use their individual weapons to foil their foes.

Power-Ups

Turbo Boost

The green lightning icon is the turbo boost, a pick-up that has juice behind it. When you touch the icon, your kart lurches forward, spewing green energy from its tailpipe. The boost lasts only for a few seconds, but it shoots your speed up to 150 mph and beyond, twice the typical 75–90 mph each kart motors along at.

Great speed comes at the sacrifice of handling, however, as you have a harder time making finesse turns. There's the risk of oversteering to compensate for the loss of handling, which can end in disaster if you're near a death trap. You can powerslide around corners using the turbo, however, and that technique wins more races than weapons.

Weapons

The yellow stars are the weapon power-ups. These stars activate only the racer's unique weapon; they do not award special weapons beyond the one assigned. Weapon power-ups are good for one use only, and you cannot stockpile them. If you have a weapon active, drive through any other weapon power-ups to no effect.

Death Traps

Death traps are danger zones marked with red lines and glowing borders, like the ones in the fighting portion of the game. If you accidentally steer into a death trap, there's no escape—it's going to end badly. The Fatalities that result from entering a death trap (or shunting an opponent into one—always delicious) cause you to lose a few seconds of lap time, giving the other racers a chance to sprint ahead. Retaking the lead after a Fatality prove difficult.

Death traps come in the forms of track sections without guardrails, bottomless pits, or fiery geysers that turn karts into molten metal. Avoid them at all costs, but if you do find yourself about to fall victim to one, don't delay the inevitable. Speed into death's maw and get the Fatality over with. The sooner you explode, the sooner you're dropped back on the track and can get to work at making up lost ground.

Note

All of the tracks with the exception of Bo Rai Cho's Brewery have at least one death trap.

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Weapons

Every racer has a unique weapon drawn from his or her life as a fighter, such as Scorpion's spear or Sub-Zero's freeze attack. These weapons are great equalizers, as even the most skilled drivers sometimes fall victim to lucky shots. Raiden's lightning shield, for example, can stretch across lanes, preventing anybody from passing. Cyrax's bombs are perfect for tight quarters, as you can bounce the ordnance behind you where racers have no room to make evasive maneuvers.

Try out each racer to see which weapon is best for you, but keep an eye on Scorpion, Raiden, and Kitana. These three racers' weapons are powerful. Kitana's shield protects you from some Fatalities and, if used wisely, can give you first-place victories long before you try out tracks with the likes of Bo Rai Cho or Cage.

Bumping

A small bump meter is embedded in your onscreen speedometer and fills as you drive. The letters light up one at a time, and when the word "BUMP" is fully illuminated, you can perform a quick jab to the left or right. Your kart shoots out to the perpendicular, shunting whomever is alongside of you into a wall, a death trap, or just off-kilter long enough for you to get some serious speed on them.

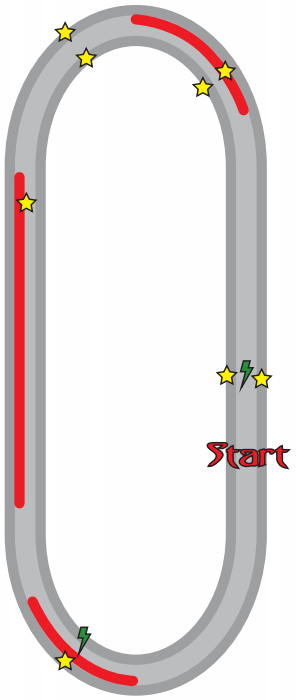
Caution

The bump is a great move, but if used sloppily, it can lead to disaster. Nothing is worse than trying to shunt a foe into lava or a pit, only to miss and end up taking the Fatality.

Outworld Refinery

Fear the green light at the Outworld Refinery, a fire-and-brimstone speedway where every left turn could be your last. Racers don't need much time to zoom around this oval-shaped track, but even this short raceway offers ample opportunities to meet an untimely demise. Guardrails give way at sweeping turns, revealing a direct route into the molten steel that surrounds the track. Geysers of red-hot molten metal push up through the factory interior's grated floor, creating an obstacle course where failure to react in time results in a Fatality.

With death coming fierce and fiery at the Outworld Refinery, the Motor Kombat racing crew must use special weapons not only to guard against the harsh elements, but also to mercilessly facilitate opponents' dooms.



Map Legend

- Death Trap Zone
- Special Weapon Power-Up
- Turbo Power-Up

Track Info

Number of Laps: 8

Death Traps: 3

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Death Traps

Dead Man's Curve

The outer guardrail vanishes on two stretches of track—and they are positioned close to turbo power-ups that kick up the speed, but loosen your tenuous grip on the track. Hitting a turbo power-up without laying down a course that accounts for decreased handling is a recipe for disaster. Karts go off the track, arcing through the air before slamming into the molten steel. Falling into the hot viscous metal results in an instant Fatality, costing you time while the other seven racers rocket ahead.

To avoid death by drowning in molten steel, overcompensate for the turn and hug the inside line. But if you steer too hard to the inside, you lose speed and slam into the interior wall. Temper your steering as you come up to the turn so you can glide near the inside and pick up power-ups. Use the powerslide technique to smoothly sail through the corner without sacrificing speed.

If it looks as if you cannot pick up a power-up as you negotiate the turn, let it go. You're better off motoring through at the base speed than risking dropping to zero by hitting the wall or losing precious seconds by falling into the molten steel.

It is possible to skate the brink and save yourself from death. If you slide too far up on the bank, smoothly steer away—don't oversteer. You can "grind" the edge almost all the way around the corner.

Fatality Factory

On the opposite stretch of track from the starting line, racers must zip through a dangerous factory floor. The track is no longer solid rock, but a length of metal grating. At various intervals, plumes of liquid steel erupt from beneath the track, building pressure until they push through the grating and create pillars of instant death in the middle of the road.

Driving through the molten steel results in a Fatality, delaying your racer a few seconds while blood, bones, and metal explode all over the track.

You get a warning sign before each eruption. Bubbling steel pokes through the grating. Use this to chart a safe course through the factory. You can drive through the pre-eruption mess, but you have only a second or two before the full-blown geyser incinerates any racer caught in the superheated column.

You can drive close to the pillar without any ill effects. Skirt the columns without throwing the wheel to either side to overcompensate, and you'll press through the factory without losing time.

Caution

There are no guardrails in the factory. If you steer too close to the grating's edge, you tumble into the molten steel—instant Fatality.

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Speedster Strategies

The Outworld Refinery is the least complex of the five Motor Kombat tracks. The basic oval shape is easy for racing game fans to negotiate. Survival on this course is dictated by finding that sweet spot where you can maximize speed, but not veer into death trap areas out of control. Use power-ups—both weapons and turbos—to pull to the head of the pack and stay there.

1. Unless you have a great offensive weapon, like Raiden's lightning shield, snag the turbo power-up right off the starting line. The first stretch of track without the guardrail is still in the distance, and you come off the boost midway through the treacherous turn. Steer toward the track's inside to avoid the Fatality.

2. A weapon power-up hangs in the center of the track as you enter the factory area. If you missed either of the two weapon power-ups before the second turn, consider this a second chance. Caveat: Steering right into the middle of the factory is dangerous, because a few eruptions happen close to the center line.

3. There is another turbo power-up on the third corner, perched close to the dangerous death trap zone. Mixing a lack of a guardrail with a sudden speed burst can prove lethal. If you're in the pack's back half, take the risk. Steer toward it with your kart nose pointed toward the track's center —but not so much toward the inside that you slam into the wall after getting the turbo.

Offensive weapons in the Outworld Refinery are useful for placing opponents in dangerous situations, such as making them lose control near the areas of the track without a guardrail. For example, Raiden's lightning shield electrocutes a racer for a few seconds, preventing the driver from taking the wheel. If zapped close to the edge, the kart sputters out into the molten steel.

Scorpion's spear attack is good for keeping rival racers in the factory zone. Just as a rival thinks the threat is past, you can yank him or her right back into jeopardy. If you're lucky, you will position your opponent right in front of a geyser as it goes off. Jax's ground pound is also useful in this area, as it stuns racers into temporary stillness. The same goes for Sub-Zero's freeze attack, which turns opponents into ice cubes—hopefully ones about to be violently melted by a fat pillar of fire.

You can also put the bump technique to excellent use in the Outworld Refinery. A perfectly timed strike next to areas without a guardrail, on the first and third turns as well as the factory stretch, sends an opponent straight into the steel and scores a Fatality.

The bump can be used inside the factory to nudge rivals into eruptions, but it's a risky proposition. You cannot afford to try to shunt an opponent into the fire only to end up roasting yourself as well—or even more embarrassing, missing your foe and burning solo.

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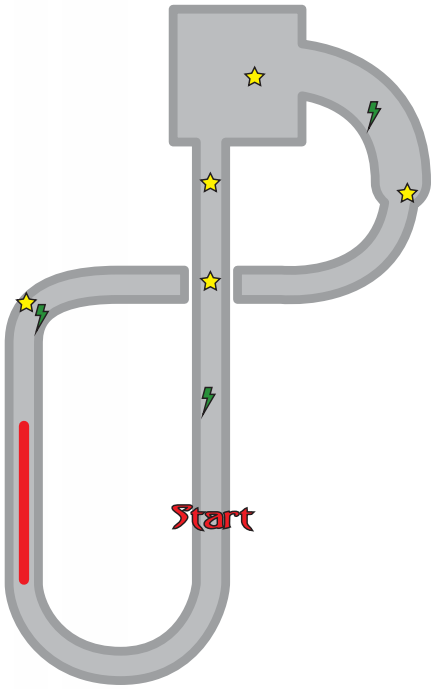
Botan Jungle

An ancient temple, hidden in the heart of the jungle, sits like a trap patiently waiting to be sprung. Death-defying jumps over violent waters, pile-driving pillars to pulverize racers—you must tame them all to survive the treacherous Botan Jungle. Negotiating rickety wooden bridges and steering through crumbling ruins require nerves of steel and a risk-taker's heart, as one false turn in this lush paradise could be your last.

The next time Motor Kombat visits this temple, will racers pull back the vines to find the bones of those who couldn't step up to the challenge? Or will they uncover tread marks left during your victory lap?



Map Legend	
	Death Trap Zone
	Special Weapon Power-Up
	Turbo Power-Up

Track Info
Number of Laps: 5
Death Traps: 1

Death Traps

Pounding Pillars

The final straight stretch of the track, before a wide turn that leads to the start/finish line, hosts a series of pillars that slam down on the track with such ferocious force that any racer caught beneath them is flattened. This instant Fatality slices seconds off your lap time and, if you fall victim while leading in the last lap, can send you to the back of the pack.

Warning signs indicate when a pillar is about to descend—a red outline appears on the track indicating the danger zone. If even your back two tires are caught in the death trap, you'll be treated to a Fatality.

There is a turbo boost power-up before the death trap area; pick it up to speed through the zone at top velocity. The faster you can zoom through the temple interior, the less chance of getting caught under one of the pile drivers. There is also a weapon power-up next to the turbo boost, so if you have a weapon that impedes your rivals' progress, such as Scorpion's spear or Jax's ground pound, grab it and make sure your rival stays in the death trap longer than is prudent.

Speedster Strategies

The Botan Jungle is shaped like a lopsided figure eight, with one break in the course's center where the two sections of track would overlap. There is a zipper before the gap; as long as you hit the zipper, you survive the jump. Success on the rest of the track depends on managing your speed around the sweeping turns and avoiding a firm bump from the other racers.

With bridges and death-dealing traps on the course, expect other racers jostle like mad to reach the lead position, even if they leave a trail of blood and oil in their wake.

Avoiding obstacles in the first temple chamber and skirting disaster in the death trap area are pivotal to success. If you can avoid getting tripped up, take the wide corners with smooth power-slides to gain the lead. Put distance between you and the other racers by zeroing in on turbo boosts instead of weapon power-ups. That puts you far enough out of range that you can concentrate on natural hazards rather than on the ill will of your rivals.

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1. Grab the turbo booster power-up right out of the starting gate. Enjoy the full effect of the boost before entering the first temple chamber, which is full of crumbling columns you must avoid.

2. The first chamber's interior is full of columns. If you ding one, no worries—you bounce off it and lose only a little speed. But there are inside and outside routes inside the chamber. If you swing too far to the outside after entering the area, you can get caught up in the ruins and lose a few seconds while pinballing around the stones. Two weapon power-ups are to the right of the columns, easy to pick up whether you caromed around the outside line or smoothly sailed through the inside line without sacrificing speed.

3. Inside the temple chamber is another turbo boost, but it's on the track's outside. Powerslide to snag it, but point your kart toward the track's middle so that when the turbo kicks in, you rocket down the center of traffic instead of scraping the outer wall.

4. A zipper propels you through the air and over the giant gap in the track's middle. A weapon power-up hangs in the track's center. Line up with the power-up before hitting the zipper; you cannot adjust your course in midair. The power-up doesn't disappear when touched, so it doesn't matter if you're flying through the air with the entire pack of racers—you'll still get the power-up and can use it the moment you land on the other side of the chasm.

The straights and easy turns allow the pack to stay together for most of the race. To separate yourself from the mass of motors, you have to nail a perfect lap to gain ground, then avoid any major screwups to maintain the lead. Packs offer ample opportunities for using weapons to thwart and undermine your opponents' efforts, however. An area-effect weapon like Jax's ground pound or Raiden's lightning shield is effective when you use it on a crowded section of track.

Bumping is most effective on the bridge near the starting line, where there is no guardrail to protect against mishap. Zoom close to the edge—but not too close—and wait for somebody to attempt a pass on the outside. Knock your rival into the water for the loss of five seconds of lap time. If you can keep from making similar mistakes, the opposing racer will have a hard time making up those lost seconds.

The worst place to lose time is in the death trap—the pillars. You need to be in the lead so you can scream through the dangerous area without impediments. If you enter the death trap in the crowd's middle, though, you can turn the stretch of track into a game of bumper cars, knocking the other racers into the telltale red outlines where they're pulverized.

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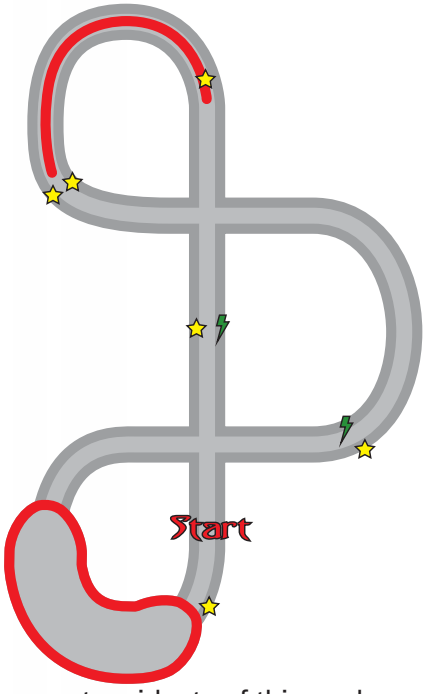
Recovering from a Fatality in this zone, like recovering from a drop into the water, is tough. Should you fall victim to a pillar, forget trying to pick up weapon power-ups when you see them paired with turbo boosts. You cannot afford to be clever with weapons—you need pure speed to make up lost ground.

Tip

You cannot use weapons in midair, so discharge your weapon before sailing up to grab the power-up hanging above the gap in the track, even if there doesn't appear to be an immediate target. You never know who might be creeping up next to you as you race for the zipper.

Lost Pyramid

A desert wind blows away the burning sand to reveal an eldritch structure, buried hundreds of generations ago. Bones of ancient beasts curl up above the track, looking like ghostly white fingers ready to squeeze down on the racers. Inside the pyramid, long-forgotten traps spring into action, like a deadly system of rollers that flatten all unfortunate enough to get stuck in their lane. Bottomless pits are hungry to swallow Sunday drivers.



Before becoming permanent residents of this ageless tomb, racers must jockey for first place, avoid death traps, and do everything in their power to knock rivals into harm's way. Only by showing as little mercy as the ravages of time can the racers of Motor Kombat dream of seeing the finish line.

Map Legend

- Death Trap Zone
- Special Weapon Power-Up
- Turbo Power-Up

Track Info

Number of Laps: 4

Death Traps: 2

Death Traps

Into the Abyss

After rocketing down the first straight stretch, racers pull into a long left turn with several pits. Tumbling into the pits means instant death; steer to the inside of the track to avoid the pits. Be wary of the lack of a guardrail along the inside line—one slip over the edge, and you'll topple into the central void and lose a few seconds of track time.

The pits are surrounded by glowing red glyphs, indicating their status as death traps. You can see the red glow from the distance, giving you ample opportunity to steer clear as you drive down the ledges in the big central chamber.

You can steer along the outside line and skate the edge of the pits. Press against the right wall and stay there to miss the first two pits. The third pit, however, is right upon against the outside wall. The red glyphs run down the pit's lip, but if you steer slightly into the wall, you can skim the edge and survive without losing speed. This puts you in a great position to scoop up one of the weapon power-ups perched after the pit death traps.

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Unholy Rollers

Before completing a lap, racers must survive a three-lane death trap. The track is divided into three narrow avenues; after you commit to one of the lanes, you cannot jump to another. The three lanes are marked with either green arrows or red Xs. The green arrows indicate that the lane is safe to use and players can zoom along without a hitch. But if you accidentally drive up the ramp marked with red Xs, you're dropped right in the path of a large stone roller. There is no escape after you see the roller. Step on the gas and accept your fate: Fatality.

The lanes change throughout the race—each time the roller runs its path, it's shuffled to another lane. That means that if you are in the pack's rear, watch out for a last-second lane change by the roller. The green path can turn red right under your wheels, sending you into a death trap with no option of escape.

Speedster Strategies

The Lost Pyramid offers only one solid straight stretch, which you can take advantage of thanks to a strategically placed turbo boost power-up right after the starting line. The rest of the track is composed of wide turns, two of them dominated by death traps. Use power-slides to negotiate the turns safely and smoothly, especially when out amongst the bones. The desert section of track, with the crumbling pillars, has a few extra obstacles you must avoid to maintain a solid speed and keep up with the pack.

1. After surviving the pits, racers are launched out into the desert. Under the shadow of bleached fossils, you must powerslide around the wide turn that leads toward the roller death trap. The pack can bunch up and stretch out like an accordion out here, so pick up the turbo boost power-up among the bones to make a move for first place.

2. The roller isn't the only way to perish inside the pyramid. After avoiding the roller, you hit another zipper and get launched over an abyss.

3. Once free of the roller and pit, you're spit back out into the hostile desert. The track is littered with columns—both vertical and horizontal. Watch out for the pair of fallen pillars that look like a chevron. Steer between them and avoid the remaining upright columns before heading back across the starting line.

There aren't many turbo boost power-ups on the track, so take advantage whenever you see one. If you plan on grabbing the first turbo boost, commit yourself to the right wall of the track so you can try to skate the

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edge of the third pit. You won't have enough room to kick the boost and safely maneuver to the inside line. The excess speed can send you right out into oblivion.

Weapons are a good way to jockey for position in the more open stretches of track, but can be wickedly effective when dealing with the death traps. A well-placed bump can send a rival racer straight into a pit or down through a wrong lane when approaching the roller. A defensive weapon, like Kitana's shield, is of no use against the roller or the pits, so consider using offensive racers, like Raiden or Sub-Zero.

Bumping is the best strategy for terminating rivals as you negotiate the death traps. Shunting an opponent into a pit is always good fun, but you have to make sure you don't end up sending yourself over the edge in the process. You can also just use the bump to knock people around out in the desert, shifting them into pillars. They won't wipe out, but they'll lose a second or two of lap time, and that can be enough to deny them victory—especially during the final lap of the race.

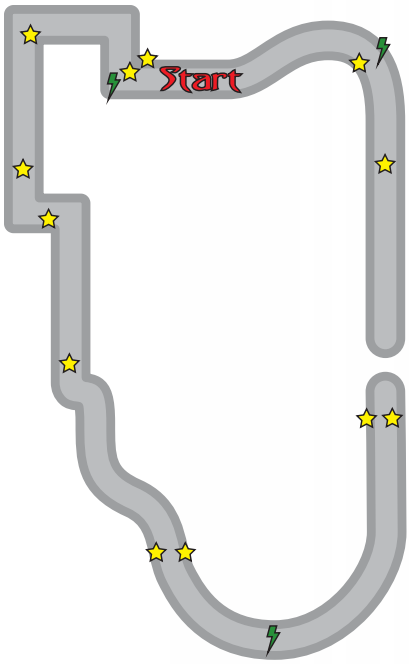
Tip

If you're caught in the wrong lane at the roller, just keep the pedal down and accept your fate. The sooner you get the Fatality, the sooner you can get back to working your way back up the pack.

Bo Rai Cho Brewery

The drunken master's brewery serves at the site of much Motor Kombat madness. Liquor flows as bountifully as death itself, as racers trade blows while negotiating the sharp turns in the brew house's courtyard. Once inside the brewery, player race beneath bottling lines and scream into gorgeously kept grounds, rocketing alongside a giant stone statue of Bo Rai Cho himself.

The titan hoists his mug to the heavens, clinking glasses with the gods that oversee this contest of speed and mischief. Will Bo Rai Cho's statue pour a little out for one of his fallen racers? Or will he toast to the success of your racing crew, as you cross the finish line with seven other racers breathing hard down your neck?



Map Legend

- Death Trap Zone
- Special Weapon Power-Up
- Turbo Power-Up

Track Info

Number of Laps: 4

Death Traps: —

Speedster Strategies

There are no death traps in the Bo Rai Cho Brewery, a curvy course full of power-ups and tight turns. The lengthy track—the longest of the five—instead forces racers to rely on their own cunning and speed skills rather than booby traps and perilous precipices. Weapons become much more essential in this race, as racers like Scorpion use brutality to get ahead, and then run perfect laps to hold on to their lead with their teeth.

Raiden's lightning shield works well in curves where you know racers will bunch together to follow an inside line. Cryax's bombs, tossed from the rear of his carriage, are also a smart play in the short straights just after the start/finish line. As racers try to cut corners to shave off seconds, you know to release the bombs just as you skirt the hard turn as closely as possible.

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Tip

Mileena's speed boost power-up makes her a great character to use in this arena, because it doesn't last as long as an on-track turbo. She can smoothly zoom around the corners without losing control.

1. The series of hard 90-degree turns right off the starting line make the turbo boost power-up a bad call. Better to score a weapon as soon as possible and put it to use while the racers are getting up to speed and jockeying through the tight corners.

2. A weapon power-up hangs in the air over a small wooden bridge. If you hit the bridge at the right angle, you can nab the weapon and use it as soon as you land. You must be pointed at the power-up to get it, though. You cannot change course once all four wheels leave the ground.

3. Seven hard right turns in a row give way to a series of smooth curves that run through the remainder of brewery.

4. There is a large, wide curve at the bottom of the raceway. As you race off the ledge that leads down into the curve, pick up one of the weapon power-ups and then steer toward the center of the track. You can use a turbo boost power-up in the center of the lane to speed out of the turn and power into the straight stretch that leads to the jump. The curve is a great place to dispense weapons, especially as racers crowd the center to get the turbo boost.

5. There is a minor break in the track as you scream toward the giant statue of Bo Rai Cho. There's no risk of missing the jump, as the zippers in front of it propel you right over the gap.

6. The statue splits the track in two. There is a power-up on each side of the stone Bo Rai Cho—to the left, a turbo boost; to the right, a weapon power-up. As tempting as the turbo boost is, be wary of the immediate turn on the other side of the statue. It's hard to maximize the turbo's effectiveness with such a close corner. Instead, grab the weapon power-up on the left and use it as racers crunch together in the corner.

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Note

The road through the brewery is slick with Bo Rai Cho's special sauce. When you glide through the rivers of brew, the current pulls you slightly to the left.

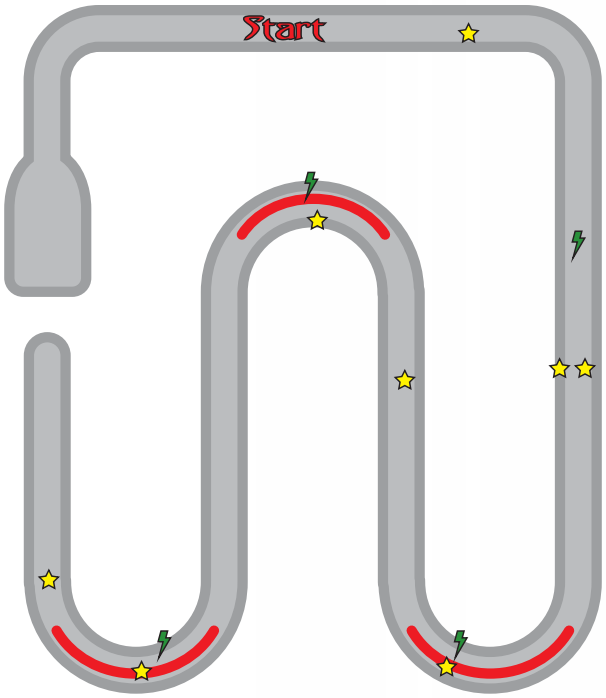
The four laps offer ample opportunities to take the lead, but aggressive rivals will do everything they can to tighten the pack and keep things interesting. Never feel comfortable, even if you've gone several seconds without seeing a single racer on the screen. Chances are, one of the other racers is just out of sight—use the reverse view on a straight stretch to check your tail and keep an eye on conniving rivals.

Bumping is not as useful on this track as the others because there are no death traps, but you can still shunt an opponent into a wall or shave away some of a foe's speed with a well-timed nudge.

Lin Keui Raceway

The frozen wastelands offer a formidable challenge for those who dare desecrate the sacred Lin Keui temple with bloodshed and tire tracks. Rival racers slip and slide and they negotiate the icy raceway, carefully charting courses through the snow to avoid skidding off into chilled waters or frozen walls.

A bridge over the peaceful waters is the site of great carnage, as just a slight nudge is enough to send a racer into the drink. Should the Motor Kombat crews penetrate the heart of the temple, hanging icicles threaten to pierce and perforate karts if loosened by the ringing vibrations of a massive gong. This site is no winter wonderland—it's a destruction derby where spears, sparks, and bolts of lightning paint the snow deep crimson with the blood of the sluggish.



Map Legend

- Death Trap Zone
- Special Weapon Power-Up
- Turbo Power-Up

Track Info

Number of Laps: 4

Death Traps: 3

Death Traps

Doomed Curves

Two 180-degree turns on the bottom of the racetrack can give way to deadly curves. These death traps are without guardrails, so if you steer too wide and connect with the red line that traces the outside edge of the track, you lose control of your kart and slide off toward different dooms, depending on which corner you botch.

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These curves are always decorated with tempting turbo boost power-ups, speedy salvation for racers who know how to handle a boost and a powerslide. Successfully skirting the edge of a death trap is a thrill—you just have to point your nose away from the death trap, slide into the turbo boost, and then continue through the corner without braking or overcompensating so much that you slam into the opposite wall.

If you do fail to avoid the death trap, you either drown in icy waters or pancake against a wall. Either demise is an instant Fatality, but depending on your angle when you hit the death trap, the detrimental results can be lessened. Slamming straight into the wall is much better than going into a long, protracted slide that takes seconds off your track time while other, more conservative karters steer clear of danger.

The Gong Show

The third death trap is an ice cave bored through one of the peaks surrounding the temple. A small ridge on the left side of the tunnel is marked with a long green zipper. When you hit the zipper, it carries you along the top of the ridge and smacks you right into a large gong emblazoned with the *Mortal Kombat* dragon.

The ringing of the gong makes enough noise to break the tenuous grip of the mammoth icicles on the right side of the cave. They strike the ground, crushing any racers unfortunate enough to be caught in the cave. More than one racer can take the zipper together, but the first one to hit the gong causes the chain reaction, which takes a while to reset.

Speedster Strategies

The frozen Lin Keui Raceway, home of some very dangerous curves, is best suited for offensive racers with strong weapons—such as Scorpion—that can impede opponent progress. A decent number of weapon power-ups on the track guarantee a rapidly refreshed arsenal, so aggressive racers can unleash their fury with great frequency in hopes of sending rivals into death traps or off the sides of a bridge over near-freezing water.

As racers sling volleys around the track to keep other karts from gaining the lead, smart use of the turbo boost power-ups are what will truly win this race. Most racers will slow on the three corners at the bottom of the track, but if you can use the turbo boosts to smoothly slingshot around the turns (powersliding is the key), you'll be in great shape to hold your lead when the track straightens out and the drivers behind you resume exchanging weapon attacks.

1. After making the first hard right after the starting line, you get a long straightaway that traverses a wooden bridge. Just before you hit the first plank is a turbo booster power-up, which will certainly propel

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you over the bridge at top speed. But you might also be interested in two weapon power-ups on the bridge. They are positioned on the outer edge of the bridge, so if you grabbed the turbo, be careful not to accidentally oversteer in the effort to grab a weapon power-up while zooming along. Dropping into the river costs precious seconds.

2. There are turbo boost power-ups in the middle of each of the curves, right in the center of the death trap curves. They're positioned next to the red line, so if you aren't powersliding into the power-up, you risk being unable to correct your trajectory after the first kick of the boost. If you can slide into the turbo with your nose pointed out toward the rest of the track, you can grab the booster and maximize its effectiveness.

3. There is another turbo boost power-up inside the ice cave. The turbo actually moves you faster than the zipper that leads up to the gong, but if there are any racers on the ledge, you have to be ready to dodge icicles. Grab the turbo as you come out of the cave and you'll rocket past any of the racers who took the safe route along the ridge. This is a great place to put some distance between you and the competition.

4. The final straightaway before you turn onto the stretch with the start/finish line is broken by a jump. Zippers in front of the jump guarantee safe passage, so just hammer the accelerator and hit them at high speed to get into the air and cross the river.

If you can master the technique of sliding into turbo boosts, you can skate through the danger zones on this track and concentrate on using weapons only when they are convenient to grab in the straight stretches. The final leg of the track—the bridge—is barren of any power-ups, so hold on to the weapon you snag after surviving the second death trap curve. Use it to trip up rivals closing in on the bridge—or, even better, right before crossing the finish line.

There's little more satisfying than yanking the lead racer out of the running with Sub-Zero's freeze or Jax's ground pound and then screaming past to victory.

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Kustom Fatalities

You can use kustom Fatalities in place of the franchise's trademark character-specific Fatalities, but only after you defeat an opponent and the announcer shouts, "Finish him/her!"

Kreating Death

The kustom Fatality system has several parts. By linking together as many as 10 actions, you can create a long and intricate kustom Fatality. The more actions you chain together, the more impressive the kustom Fatality will be. You have a limited amount of time to execute each action, however, and after each successful action, the allotted time for the next action is even shorter.

Note

The key to a long kustom Fatality is to memorize the desired series of actions and execute them as fast as you can.

Chains

You can link up to 10 chains within a kustom Fatality, but the only way to register your series of chains as a Fatality is to end it with a finisher. This means that the longest and most brutal kustom Fatalities consist of 9 chains and a finisher as the 10th action. You can use some chains multiple times within a kustom Fatality.

You cannot enter the command of a new action until the animation of the previous action ends. If one of your chosen actions has a long animation, use it toward the beginning of your kustom Fatality to make sure you have enough time after the animation to input another action.

Transitions

Unlike chains and finishers, transitions do not inflict any damage to the opponent, and they do not count as separate actions within the kustom Fatality. Use transitions to change your opponent's position or to pull out a sword to use during the kustom Fatality. Different chains, finishers, and transitions become available depending on the opponent's position. It is also possible to perform different chains and finishers with a sword.

Every time you use a transition, the timer resets to the last action used. This means that if you use a transition after the fourth action, you will have the same amount of time after the transition as you had before it. You cannot use transitions to extend the time of the kustom Fatality infinitely, however. Use transitions to position the opponent properly, and continue with the kustom Fatality.

Finishers

A finisher is the Fatality portion of a kustom Fatality, and using it ends the kustom Fatality. It is possible to use one finisher to both start and end a kustom Fatality. This method resembles the character-specific Fatalities used in previous games in the franchise, where a single action represented the Fatality instead of multiple chains and transitions leading to a finisher.

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Bosses

Certain transitions, chains, and finishers can be performed only by some of the boss characters—specifically Goro, Kintaro, Moloch, Onaga, and Blaze. You can't perform kustom Fatalities on Blaze. Boss-specific actions are listed later in this section, in the Action Tables.

Swords

Characters that use one sword as their weapon of choice may pull it out in a kustom Fatality. These characters include Scorpion, Sub-Zero, Sareena, Li Mei, Ashrah, Dairou, Kenshi, and Shang Tsung. Sword-specific actions are listed later in this section, in the Action Tables. You can perform hand-to-hand kustom Fatality actions that do not use the same command as the sword-based actions after you pull out a sword.

Fatality Rating

After completing a successful kustom Fatality, you will be rated. Your rating is determined by the number of chains you used before the finisher. The more chains used, the higher your rating. But if you don't use a finisher, there is no Fatality rating.

Fatality Ratings

Rating	Chains
Fatality	0
Deadly Fatality	1
Killer Fatality	2
Bloody Fatality	3
Mortal Fatality	4
Brutal Fatality	5
Evil Fatality	6
Vicious Fatality	7
Savage Fatality	8
Extreme Fatality	9

Action Tables

To properly link together chains, transitions, and finishers, you need to know when to use these various actions. These tables list all available actions and their inputs for each position in which you can put your opponent. Also listed are the actions you can perform with a sword.

Forward Transitions

PS2 Notation	Xbox Notation	End Position
↓,→+■	↓,→+X	Behind
↓,←+■	↓,←+X	Knees
↓,→+●	↓,→+B	Knees
↓,←+▲	↓,←+Y	Face Down
↑,↓,↑+■	↑,↓,↑+X	Pull Out Sword

Forward Transitions

PS2 Notation	Xbox Notation	End Position
↓,→+■	↓,→+X	Behind
↓,←+■	↓,←+X	Knees
↓,↓+▲	↓,↓+Y	Face Down

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Forward Chains

PS2 Notation	Xbox Notation	Action	Number of Uses
→,→+■	→,→+X	Knee to Head	1
→,←+■	→,←+X	Punch One	1
↑,↑+■	↑,↑+X	Punch Two	1
←,←+■	←,←+X	Kick One	2
↓,↓+■	↓,↓+X	Kick to Nuts	2
→,→+▲	→,→+Y	Heart Rip	1
←,←+▲	←,←+Y	Brain Rip	1
↓,↓+▲	↓,↓+Y	Rib Rip	1
→,←+▲	→,←+Y	Thigh Rip	1
↑,↑+▲	↑,↑+Y	Arm Rip[1]	1
←,→+▲	←,→+Y	Two Arm Rip[2]	1
↑,↑+×	↑,↑+A	Arm Rip Hit[3]	2
←,→+×	←,→+A	Two Arm Rip Hit[4]	2
↓,↓+×	↓,↓+A	Arm Break[5]	2

[1]After this action you will be holding one of the opponent's arms.

[2] After this action you will be holding two of the opponent's arms.

[3]You must be holding one of the opponent's arms to perform this action.

[4] You must be holding two of the opponent's arms to perform this action.

[5] The opponent must have at least one arm to perform this action.

Forward Chains

PS2 Notation	Xbox Notation	Action	Number of Uses
→,→+■	→,→+X	Left Arm Slice	1
→,→+▲	→,→+Y	Right Arm Slice	1
←,←+■	←,←+X	Impale[1]	1
←,←+▲	←,←+Y	Gut[1]	1

Forward Chains With Short Sword

PS2 Notation	Xbox Notation	Action	Number of Uses
←,←+×	←,←+A	Head Stab	1
↓,↓+×	↓,↓+A	Gut Stab	2
→,→+■	→,→+X	Left Arm Slice	1
→,→+▲	→,→+Y	Right Arm Slice	1
↑,↓,↑+▲	↑,↓,↑+Y	Impale Gut	1
↑,↑+×	↑,↑+A	Impale	1

[1] You will no longer be able to use sword-based actions after performing this action.

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Boss Forward Chains

PS2 Notation	Xbox Notation	Action	Number of Uses
↑,↑+■	↑,↑+X	Crush	1
→,→+■	→,→+X	Kick	1
→,←+■	→,←+X	Spin Punch	1
↓,→+×	↓,→+A	Gut Punch	1
↓,←+×	↓,←+A	Knee to Chest	1
→,↓+▲	→,↓+Y	Fist Slam	1

Forward Finishers

PS2 Notation	Xbox Notation	Finisher
↑,↑+●	↑,↑+B	Head Rip
←,←+●	←,←+B	Neck Break
↓,↓+●	↓,↓+B	Spine Rip
→,→+●	→,→+B	Head Smash
→,←+●	→,←+B	Torso Rip
→,→+×	→,→+A	Arm Finish
←,←+×	←,←+A	Two Arm Finish

Forward Finishers With Sword

PS2 Notation	Xbox Notation	Finisher
→,→+●	→,→+B	Decapitate

Forward Finishers With Short Sword

PS2 Notation	Xbox Notation	Finisher
→,→+●	→,→+B	Decapitate

Boss Forward Finishers

PS2 Notation	Xbox Notation	Finisher
→,→+●	→,→+B	Chest Punch
←,←+●	←,←+B	Uppercut
↑,↑+●	↑,↑+B	Head Crush
↓,↑+●	↓,↑+B	Kick to Head
→,←+●	→,←+B	Exploding

Knees Transitions

PS2 Notation	Xbox Notation	End Position
↓,←+■	↓,←+X	Forward
↓,←+▲	↓,←+Y	Face Down
↑,↓,↑+■	↑,↓,↑+X	Pull Out Sword

Boss Knees Transitions

PS2 Notation	Xbox Notation	End Position
↓,←+■	↓,←+X	Forward

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Knees Chains

PS2 Notation	Xbox Notation	Action	Number of Uses
↑,↑+▲	↑,↑+Y	Neck Break	1
↓,↓+▲]	↓,↓+Y	Kick to Head	1
→,→+▲	→,→+Y	Knee to Head	1
→,→+■	→,→+X	Punch One	2
↑,↑+■	↑,↑+X	Punch Two	2
↓,↓+■	↓,↓+X	Kick	1

Knees Chains With Sword

PS2 Notation	Xbox Notation	Action	Number of Uses
←,←+■	←,←+X	Impale[1]	1

[1] You will no longer be able to use sword-based actions after performing this action.

Boss Knees Chains

PS2 Notation	Xbox Notation	Action	Number of Uses
→,→+■	→,→+X	Kick One	2
←,→+■	←,→+X	Kick Two	2

Knees Finishers

PS2 Notation	Xbox Notation	Finisher
→,→+●	→,→+B	Neck Break
↑,↑+●	↑,↑+B	Spine Rip

Knees Finishers With Sword

PS2 Notation	Xbox Notation	Finisher
↑,↓,↑+●	↑,↓,↑+B	Decapitate

Boss Knees Finishers

PS2 Notation	Xbox Notation	Finisher
→,→+●	→,→+B	Explode
↑,↑+●	↑,↑+B	Head Crush
↓,→+●	↓,→+B	Head Kick

Behind Transitions

PS2 Notation	Xbox Notation	End Position
↓,→+■	↓,→+X	Forward
↓,←+■	↓,←+X	Face Up
↑,↓,↑+■	↑,↓,↑+X	Pull Out Sword

Boss Behind Transitions

PS2 Notation	Xbox Notation	End Position
↓,←+▲	↓,←+Y	Face Up

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Behind Chains

PS2 Notation	Xbox Notation	Action	Number of Uses
↑,↑+■	↑,↑+X	Back Break One	1
→,→+■	→,→+X	Back Break Two	1
↓,↓+■	↓,↓+X	Arm Break	1
←,←+■	←,←+X	Neck Break	1
↓,↓+▲	↓,↓+Y	Brain Rip	1
→,→+▲	→,→+Y	Heart Rip	1
↑,↑+▲	↑,↑+Y	Kick Ass	2
←,←+▲	←,←+Y	Punch[1]	1

[1] This action will leave the opponent in the forward position.

Boss Behind Chains

PS2 Notation	Xbox Notation	Action	Number of Uses
→,→+■	→,→+X	Knee Hit	1

Behind Finishers

PS2 Notation	Xbox Notation	Action	Number of Uses
→,→+●	→,→+B	Head Smash One	
↑,↑+●	↑,↑+Y	Head Smash Two	

Behind Finishers

PS2 Notation	Xbox Notation	Finisher
→,→+●	→,→+B	Head Smash One
↑,↑+●	↑,↑+Y	Head Smash Two

Behind Finishers With Sword

PS2 Notation	Xbox Notation	Finisher
→,→+●	→,→+B	Shish Kabob

Boss Behind Finishers

PS2 Notation	Xbox Notation	Finisher
→,→+●	→,→+B	Head Pound
→,↑+●	→,↑+B	Kick Finish
↑,↑+●	↑,↑+B	Head Crush

Knees Behind Transitions

PS2 Notation	Xbox Notation	End Position
↓,→+▲	↓,→+Y	Behind
↑,↓,↑+■	↑,↓,↑+X	Pull Out Sword

Boss Knees Behind Transitions

PS2 Notation	Xbox Notation	End Position
↓,←+▲	↓,←+Y	Behind

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Knees Behind Chains

PS2 Notation	Xbox Notation	Action	Number of Uses
←,←+■	←,←+X	Punch[1]	2

[1] This action will leave the opponent in the forward position.

Boss Knees Behind Chains

PS2 Notation	Xbox Notation	Action	Number of Uses
→,→+■	→,→+X	Kick	2

Knees Behind Finishers

PS2 Notation	Xbox Notation	Finisher
←,←+●	←,←+B	Head Rip

Boss Knees Behind Finishers

PS2 Notation	Xbox Notation	Finisher
↑,↑+●	↑,↑+B	Head Crush

Face Down Transitions

PS2 Notation	Xbox Notation	End Position
↓,←+▲	↓,←+Y	Forward
↓,←+■	↓,←+X	Knees
↑,↓,↑+■	↑,↓,↑+X	Pull Out Sword

Boss Face Down Transitions

PS2 Notation	Xbox Notation	End Position
↓,↑+▲	↓,↑+Y	Knees

Boss Face Down Chains

PS2 Notation	Xbox Notation	Action	Number of Uses
→,→+■	→,→+X	Head Punch	1

Face Down Chains

PS2 Notation	Xbox Notation	Action	Number of Uses
←,←+■	←,←+X	Knee Drop	1
↑,↑+■	↑,↑+X	Back Stomp	2
→,→+■	→,→+X	Punch	1

Face Down Finishers

PS2 Notation	Xbox Notation	Finisher
→,→+●	→,→+B	Spine Rip

Face Down Finishers With Sword

PS2 Notation	Xbox Notation	Finisher
→,→+●	→,→+B	Head Stab

Boss Face Down Finishers

PS2 Notation	Xbox Notation	Finisher
↑,↑+●	↑,↑+B	Head Pop
↑,↓+●	↑,↓+B	Exploding Torso

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Face Up Transitions

PS2 Notation	Xbox Notation	End Position
↓,←+■	,+X	Behind
↓,→+▲	,+Y	Knees Behind
↑,↓,↑+■	,,+X	Pull Out Sword

Boss Face Up Transitions

PS2 Notation	Xbox Notation	End Position
↓,←+▲	,+Y	Behind
↓,→+▲	,+Y	Knees Behind

Face Up Chains

PS2 Notation	Xbox Notation	Action	Number of Uses
→,→+▲	,+Y	Punch	2

Face Up Chains With Sword

PS2 Notation	Xbox Notation	Action	Number of Uses
←,←+■	,+X	Impale[1]	1

[1] You will no longer be able to use sword-based actions after performing this action. In addition, this action will leave the opponent in the knees-behind position.

Boss Face Up Chains

PS2 Notation	Xbox Notation	Action	Number of Uses
→,↓+■	,+X	Knee	2

Face Up Finishers

PS2 Notation	Xbox Notation	Finisher
→,→+●	,+B	Head Stomp One
↓,↓+●	,+B	Head Stomp Two

Face Up Finishers With Sword

PS2 Notation	Xbox Notation	Finisher
↑,↑+●	,+B	Decapitation
←,←+●	,+B	Head Stab

Boss Face Up Finishers

PS2 Notation	Xbox Notation	Finisher
↓,↓+●	,+B	Head Punch
←,↓+●	,+B	Arms Off

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Ultimate Mortal Kombat 3

In anticipation of the upcoming Xbox Live Arcade release and as a service to loyal fans of the series, Midway has included the complete arcade version of *Ultimate Mortal Kombat 3* in *Mortal Kombat Armageddon*. The game can be found in the Extras section off the main menu screen. *Ultimate MK3* in *MK Armageddon* is essentially an emulated version, taken directly from the old arcade programming code. This means it comes complete with three ultimate kombat kodes to unlock Classic Sub-Zero, Mileena, and Ermac.

Note

Ultimate MK3 uses a default button configuration different from that of *MK Armageddon*. Following is the default layout for the various attack buttons in *Ultimate MK3*.

Legend

Ultimate MK3 uses a default button configuration different from that of *MK Armageddon*. Following is the default layout for the various attack buttons in *Ultimate MK3*.

Controller Key

PS2 Notation	Xbox Notation	Move
■	X	High Punch
▲	Y	High Kick
×	A	Low Punch
●	B	Low Kick
L1 or L2	L or WHT	Run
R or r	8 or 6	Block
→	→	Tap Forward/Inch Forward
←	←	Tap Back/Inch Backward
↑	↑	Tap Up/Jump Straight Up
↓	↓	Tap Down/Crouch
↗	↗	Tap Diagonally Up-Forward/Jump Forward

Controller Key (cont.)

PS2 Notation	Xbox Notation	Move
↘	↘	Tap Diagonally Down-Forward/Crouch
↙	↙	Tap Diagonally Down-Back/Crouch
↖	↖	Tap Diagonally Up-Back/Jump Backward
→	→	Hold Forward/Walk Toward Opponent
←	←	Hold Back/Walk Away From Opponent

General Terms

Term	Definition
(air)	Attack can also be performed in the air.
(AIR)	Attack must be performed in the air.
Hold	Hold down the following button(s), then release at the end of the command string.
Close	Fatality must be performed next to opponent.
Sweep	Fatality must be performed at sweep range from opponent.
Half	Fatality must be performed halfway across the screen from opponent.
Full	Fatality must be performed all the way across the screen from opponent.
Any	Fatality can be performed from anywhere on the screen.

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Character Move Lists

Ultimate MK3 is an older game and does not have the character depth featured in *MK Armageddon*. Each character has a limited number of special attacks, combos, and Fatalities, which can be found here.

Classic Sub-Zero

The original Sub-Zero is back, but his motives for being in *Ultimate MK3* are unknown. Classic Sub-Zero is a hidden character; thus, his place in this game is not related to the story. In reality, Classic Sub-Zero is Noob Saibot.

Special Moves

PS2 Notation	Xbox Notation	Move
↓,→,✕	↓,→,A	Freeze Ball
↓,←,●	↓,←,B	Ground Freeze
←+✕+●+R1	←+A+B+R	Ninja Slide

Fatalities

PS2 Notation	Xbox Notation	Move	Distance
→,↓,→,→,■	→,↓,→,→,X	Stage	Close
↓,↓,↓,→,■	↓,↓,↓,→,X	Fatality 1	Close

Note

Classic Sub-Zero does not have a second Fatality, Friendship, Babality, or Animality.

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Cyrax

Cyrax is unit LK-4D4, the second of three prototype cybernetic ninjas built by the Lin Kuei. Like his counterparts, his last programmed command is to find and terminate the rogue ninja Sub-Zero. Without a soul, Cyrax goes undetected by Shao Kahn and remains a possible threat against his occupation of Earth.

Special Moves

PS2 Notation	Xbox Notation	Move
Hold ●,←,←,▲	Hold B,←,←,Y	Detonator Close
Hold ●,→,→,▲	Hold B,→,→,Y	Detonator Far
←,←,●	←,←,B	Net
→,↓,R1	→,↓,R	Exploding Teleport
←,↓,→,R1 then ✕ to throw	←,↓,→,R then A to throw	Jump Throw

Fatalities

PS2 Notation	Xbox Notation	Move	Distance
L1,R1,L1	L,R,L	Stage	Close
↓,↓,↑,↓,■	↓,↓,↑,↓,X	Fatality 1	Any
↓,↓,→,↑,L1	↓,↓,→,↑,L	Fatality 2	Close
L1,L1,L1,↑	L,L,L,↑	Friendship	Half
→,→,←,■	→,→,←,X	Babality	Half
↑,↑,↓,↓	↑,↑,↓,↓	Animality	Close

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Ermac

The most heavily rumored *Mortal Kombat* character finally makes an appearance in *Ultimate MK3*. Later on in the *MK* series, you learn that Ermac is a collection of souls that Shang Tsung has taken from fallen combatants.

Special Moves

PS2 Notation	Xbox Notation	Move
↓,←,■	↓,←,X	Teleport Punch
←,↓,←,▲	↓,←,↓,Y	Tele-Kinetic Slam
↓,←,×	↓,←,A	Hado-Energy

Fatalities

PS2 Notation	Xbox Notation	Move	Distance
L1,L1,L1,L1,●	LT,LT,LT,LT,B	Stage	Close
L1,R1,L1,L1,▲	LT,RT,LT,LT,Y	Fatality 1	Close
↓,↑,↓,↓,↓,R1	↓,↑,↓,↓,↓,RT	Fatality 2	Sweep

Note

Ermac has no Friendship, Babality, or Animality.

Human Smoke

Very little is known about the origins of Smoke. His cybernetic form and human form are both very mysterious. In human form, Smoke volunteered for the Lin Kuei cybernetic experiments and was presumably sent after Sub-Zero along with Sektor and Cyrax.

Special Moves

PS2 Notation	Xbox Notation	Move
←,←,×	←,←,A	Bloody Spear
↓,←,■	↓,←,X	Teleport Punch
R1	RT	Air Throw (AIR)

Fatalities

PS2 Notation	Xbox Notation	Move	Distance
→,↑,↑,×	→,↑,↑,A	Stage	Close
L1,R1,L1,L1,▲	LT,RT,LT,LT,Y	Fatality 1	Close
↓,←,←,→,■	↓,←,←,→,X	Babality	Half

Note

Human Smoke does not have a second Fatality, Friendship, or Animality.

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Jade

When the renegade Princess Kitana makes her escape into the unknown regions of Earth, Jade is appointed by Shao Kahn to bring his daughter back alive. Once a close friend of the princess, Jade is faced with a dilemma: Either betray her friend or disobey her emperor.

Special Moves

PS2 Notation	Xbox Notation	Move
←,→,■	←,→,X	High Razor-Rang
←,→,×	←,→,A	Mid Razor-Rang
←,→,●	←,→,B	Low Razor-Rang
←,←,→,×	←,←,→,A	Returning Razor-Rang
↓,→,●	↓,→,B	Blazing Nitro Kick
←,→,▲	←,→,Y	Dodging Shadows

Fatalities

PS2 Notation	Xbox Notation	Move	Distance
←,→,↓,L1	←,→,↓,LT	Stage	Close
L1,L1,L1,R1,L1	LT,LT,LT,RT,LT	Fatality 1	Close
↑,↑,↓,→,■	↑,↑,↓,→,X	Fatality 2	Close
←,↓,←,←,▲	←,↓,←,←,Y	Friendship	Half
↓,↓,→,↓,▲	↓,↓,→,↓,Y	Babality	Half
→,↓,→,→,●	↓,→,↓,↓,B	Animality	Close

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Jax

After failing to convince his superiors of the coming Outworld menace, Jax begins to covertly prepare for the future battle with Kahn's minions. He outfits both arms with indestructible bionic implants. This is a war Jax is prepared to win.

Special Moves

PS2 Notation	Xbox Notation	Move
←,→,■	←,→,X	Missile
→,→,←,←,■	→,→,←,←,X	Double Missile
→,→,▲	→,→,Y	Blazing Punch
Hold ● for 3 seconds	Hold B for 3 seconds	Ground Pound
→,→,×,×,×,×,×	→,→,A,A,A,A,A	Gotcha Grab x5
D+ Hold ×,■,■,■,■,■	D+ Hold A,X,X,X,X,X	Quad Throw
R1	R	Air Throw (AIR)

Fatalities

PS2 Notation	Xbox Notation	Move	Distance
↓,→,↓,×	↓,→,↓,A	Stage	Close
L1,R1,L1,L1,●	L,R,L,L,B	Fatality 1	Half
↑,↑,↓,→,↑,R1	↑,↑,↓,→,↑,R	Fatality 2	Close
●,L1,L1,●	B,L,L,B	Friendship	Half
↓,↓,↓,●	↓,↓,↓,B	Babality	Half

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Kabal

He is a chosen warrior, and his identity is a mystery to all. It's believed that he is the survivor of an attack by Shao Kahn's extermination squads. As a result, he is viciously scarred and kept alive only by artificial respirators and a rage for ending Shao Kahn's conquest.

Special Moves

PS2 Notation	Xbox Notation	Move
←,←,■	←,←,X	Plasma Blast
←,→,●	←,→,B	Raging Flash
←,←,←,L1	←,←,←,L	Ground Razor

Fatalities

PS2 Notation	Xbox Notation	Move	Distance
R1,R1,R1,▲	R,R,R,Y	Stage	Close
↓,↓,←,→,R1	↓,↓,←,→,R	Fatality 1	Sweep
L1,R1,R1,R1,▲	L,R,R,R,Y	Fatality 2	Close
L1,●,L1,L1,↑	L,B,L,L,↑	Friendship	Half
L1,L1,●	L,L,B	Babality	Half
Hold ■,→,→,↓,→	Hold L2,→,→,↓,→	Animality	Close

Kano

Kano was thought to have been killed in the first tournament. Instead he's found alive in the Outworld where he once again escapes capture by Sonya. Before the actual Outworld invasion, Kano persuades Shao Kahn to spare his soul. Kahn needs someone to teach his warriors how to use Earth's weapons. Kano is the man to do it.

Special Moves

PS2 Notation	Xbox Notation	Move
Hold ● for 3 seconds	Hold B for 3 seconds	Cannon Ball
→,↓,→,▲	→,↓,→,Y	Upward Cannon Ball
↓,←,■	↓,←,X	Knife Throw
↓,→,■	↓,→,X	Knife Uppercut
←,↓,→,×	←,↓,→,A	Choke
R1	R	Air Throw

Fatalities

PS2 Notation	Xbox Notation	Move	Distance
↑,↑,←,●	↑,↑,←,B	Stage	Close
×,R1,R1,▲	A,R,R,Y	Fatality 1	Sweep
Hold ×,→,↓,↓,→	Hold A,→,↓,↓,→	Fatality 2	Close
●,L1,L1,▲	B,L,L,Y	Friendship	Half
→,→,↓,↓,●	→,→,↓,↓,B	Babality	Half
Hold ■,R1,R1,R1,	Hold X,R,R,R	Animality	Close

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Kitana

Kitana is accused of treason by the High Courts of Outworld after murdering her evil twin, Mileena. Shao Kahn takes it upon himself to appoint a group of warriors to catch his daughter and bring her back alive. Kitana must find a way to reach the newly crowned Queen Sindel first and warn her of their true past.

Special Moves

PS2 Notation	Xbox Notation	Move
←,←,■	←,←+X	Fan Lift
→,→,■+✕	→,→,X+A	Ground Fan (air)
↓,←+■	↓,←+X	Square Wave Punch

Fatalities

PS2 Notation	Xbox Notation	Move	Distance
→,↓,↓,●	→,↓,↓,B	Stage	Close
←,↓,→,→,▲	←,↓,→,→,Y	Fatality 1	Close
L1,L1,R1,R1,●	⇢,⇢,↖,↖,B	Fatality 2	Close
↓,←,→,→,✕	↓,←,→,→,A	Friendship	Half
→,→,↓,→,▲	→,→,↓,→,Y	Babality	Half
↓,↓,↓,L1	↓,↓,↓,WHT	Animality	One Step

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Kung Lao

Kung Lao's plan to reform the White Lotus Society comes to a halt when Shao Kahn's invasion takes the Earth by storm. As a chosen warrior, Kung Lao must use his fighting skills to stop Shao Kahn's reign of terror.

Special Moves

PS2 Notation	Xbox Notation	Move
←,→,✕	◁,▷,Ⓐ	Hat Throw
↓+▲	↓+Ⓨ	Air Dive Kick (AIR)
→,↓,→,L1	▷,↓,▷,Ⓛ	Cyclone Shield
↓,↑	↓,↑	Wind Teleport
↓,↑,■	↓,↑,Ⓧ	Wind Teleport Punch
↓,↑,▲	↓,↑,Ⓨ	Wind Teleport Kick

Fatalities

PS2 Notation	Xbox Notation	Move	Distance
↓,↓,→,→,●	↓,↓,▷,▷,Ⓑ	Stage	Close
L1,R1,L1,R1,↓	Ⓛ,Ⓡ,Ⓛ,Ⓡ,↓	Fatality 1	Any
→,→,←,↓,■	▷,▷,◁,↓,Ⓧ	Fatality 2	Close
L1,✕,L1,●	Ⓛ,Ⓐ,Ⓛ,Ⓑ	Friendship	Half
↓,→,→,■	↓,▷,▷,Ⓧ	Babality	Half
L1,L1,L1,L1,R1	Ⓛ,Ⓛ,Ⓛ,Ⓛ,Ⓡ	Animality	Close

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Liu Kang

After the Outworld invasion, Liu Kang finds himself the prime target of Kahn's extermination squads. He is the Shaolin champion and has thwarted Kahn's schemes in the past. Of all the humans, Kang poses the greatest threat to Shao Kahn's rule.

Special Moves

PS2 Notation	Xbox Notation	Move
→,→,■	→,→,X	High Dragon Fire
→,→,×	→,→,A	Low Dragon Fire
→,→,▲	→,→,Y	Flying Kick
Hold ● for 3 seconds		Flying Bicycle Kick

Fatalities

PS2 Notation	Xbox Notation	Move	Distance
L1,R1,R1,●	L,R,R,B	Stage	Close
→,→,↓,↓,●	→,→,↓,↓,B	Fatality 1	Close
↑,↓,↑,↑,R1+L1	↑,↓,↑,↑,R+L	Fatality 2	Any
↓,↓,↓,L1	↓,↓,↓,L	Friendship	Half
↓,↓,↓,▲	↓,↓,↓,Y	Babality	Half
↓,↓,↑	↓,↓,↑	Animality	Sweep

Mileena

Mileena is the evil twin sister of Kitana. In the past, she has been ordered to keep a watchful eye over Kitana and stop her from taking any actions against Outworld.

Special Moves

PS2 Notation	Xbox Notation	Move
←,←,↓,▲	←,←,↓,Y	Rolling Thunder
Hold ■ for 3 seconds	Hold X for 3 seconds	Soaring Sai (air)
→,→,●	→,→,B	Kick From Above (air)

Fatalities

PS2 Notation	Xbox Notation	Move	Distance
↓,↓,↓,×	↓,↓,↓,A	Stage	Close
←,←,←,→,●	←,←,←,→,B	Fatality 1	Full
↓,→,↓,→,×	↓,→,↓,→,A	Fatality 2	Close
↓,↓,←,→,■	↓,↓,←,→,X	Friendship	Half
↓,↓,→,→,■	↓,↓,→,→,X	Babality	Half
→,↓,↓,→,▲	→,↓,↓,→,Y	Animality	Close

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Nightwolf

Nightwolf works as a historian and preserver of his people's culture. When Kahn's portal opens over North America, Nightwolf uses the magic of his shaman to protect his tribe's sacred lands. This area becomes a crucial threat to Kahn's occupation of Earth.

Special Moves

PS2 Notation	Xbox Notation	Move
→,→,●	⊙,⊙,B	Rhino Charge
↓,←,×	⊙,⊙,A	Spirit Arrow
↓,→,■	⊙,⊙,X	Hatchet Uppercut
←,←,←,▲	⊙,⊙,⊙,Y	Reflector

Fatalities

PS2 Notation	Xbox Notation	Move	Distance
L1,L1,R1	L,L,R	Stage	Close
↑,↑,←,→,R1	⊙,⊙,⊙,⊙,R	Fatality 1	Close
←,←,↓,■	⊙,⊙,⊙,X	Fatality 2	Half
L1,L1,L1,↓	L,L,L,⊙	Friendship	Half
→,←,→,←,×	⊙,⊙,⊙,⊙,A	Babality	Half
→,→,↓,↓	⊙,⊙,⊙,⊙	Animality	Close

Reptile

Always a reliable servant to Shao Kahn, Reptile is chosen to assist Jade in the capture of Kitana. In contrast to Jade's instructions, Reptile is ordered to stop the renegade princess at all costs...even if it means her death.

Special Moves

PS2 Notation	Xbox Notation	Move
→,→,■	⊙,⊙,X	Acid Spit
←,→,●	⊙,⊙,B	Dash
←+×+●+R1	⊙+A+B+R	Ninja Slide
←,←,■+×	⊙,⊙,X R2 A	Slow Force Ball
→,→,■+×	⊙,⊙,X R2 A	Fast Force Ball
↑,↓,▲	⊙,⊙,Y	Chameleon

Fatalities

PS2 Notation	Xbox Notation	Move	Distance
R1,L1,R1,R1	R,L,R,R	Stage	Close
←,←,→,↓,R1	⊙,⊙,⊙,⊙,R	Fatality 1	Jump
→,→,↑,↑,▲	⊙,⊙,⊙,⊙,Y	Fatality 2	Sweep
↓,→,→,←,▲	⊙,⊙,⊙,⊙,Y	Friendship	Half
→,→,←,↓,●	⊙,⊙,⊙,⊙,B	Babality	Half
↓,↓,↓,↑,▲	⊙,⊙,⊙,⊙,Y	Animality	Close

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Scorpion

When Shao Kahn makes a failed attempt at stealing the souls that occupy Earth's hell, Scorpion is able to make his escape. Now free to roam the Earth once more, Scorpion holds allegiance to no one. He's a wild card in the Earth's struggle against the Outworld.

Special Moves

PS2 Notation	Xbox Notation	Move
←,←,×	←,←,A	Bloody Spear
↓,←,■	↓,←,X	Teleport Punch (air)
R1	R	Air Throw

Fatalities

PS2 Notation	Xbox Notation	Move	Distance
→,→,↑,↑,×	→,→,↑,↑,A	Stage	Close
↓,↓,↑,▲	↓,↓,↑,Y	Fatality 1	Jump
→,→,↓,↑,L1	→,→,↓,↑,L	Fatality 2	Close
←,→,→,←,●	←,→,→,←,B	Friendship	Half
↓,←,←,→,■	↓,←,←,→,X	Babality	Half
→,↑,↑,▲	→,↑,↑,Y	Animality	Close

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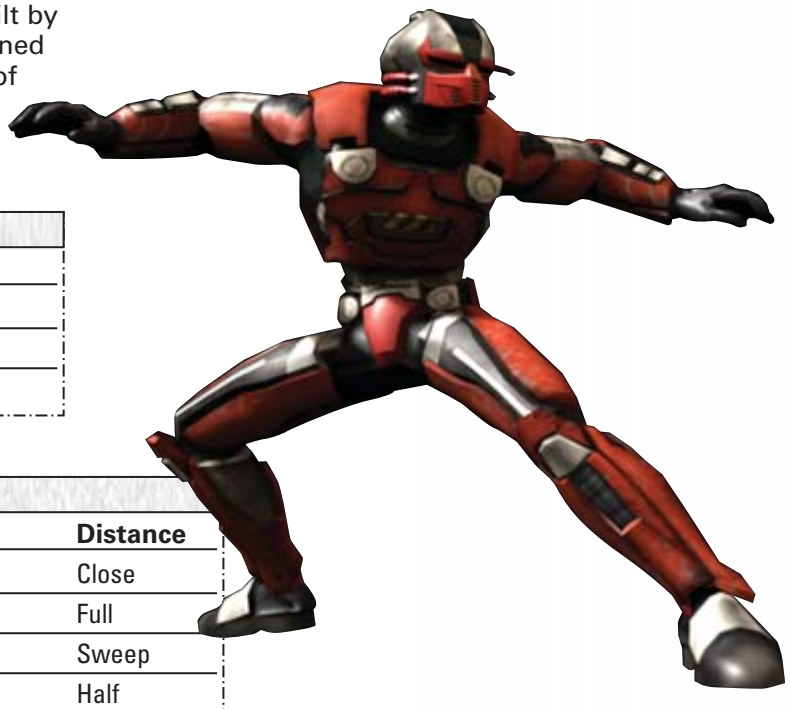
Sektor

Sektor is actually the code name for the unit LK-9T9. he was the first of three prototype cybernetic ninjas built by the Lin Kuei. Sektor was once a human assassin trained by the Lin Kuei. He volunteered for automation out of loyalty to the clan. Sektor survives the Outworld invasion—he has no soul to take.



Special Moves

PS2 Notation	Xbox Notation	Move
→,→,●	→,→,B	Rocket Punch
→,→,×	→,→,A	Chest Missile
↓,←,■	↓,←,X	Homing Missile

Fatalities

PS2 Notation	Xbox Notation	Move	Distance
L1,L1,L1,↓	LT,LT,LT,↓	Stage	Close
→,→,→,←,R1	→,→,→,←,RT	Fatality 1	Full
×,L1,L1,R1	A,LT,LT,RT	Fatality 2	Sweep
L1,L1,L1,L1,↓	LT,LT,LT,LT,↓	Friendship	Half
←,↓,↓,↓,▲	←,↓,↓,↓,Y	Babality	Half
→,→,↓,↑	→,→,↓,↑	Animality	Close

Shang Tsung

Shang Tsung is Shao Kahn's lead sorcerer. He once fell out of favor with his emperor after failing to win the Earth realm through tournament battle. But the ever-scheming Shang Tsung is instrumental in Kahn's conquest of Earth. He has now been granted more power than ever.

Special Moves

PS2 Notation	Xbox Notation	Move
←,←,■	←,←,X	Skull
←,←,→,■	←,←,→,X	Skull x2
←,←,→,→,■	←,←,→,→,X	Skull x3
→,←,←,●	→,←,←,B	Ground Fireballs
R1,R1,L1,L1	RT,RT,LT,LT	Classic Sub-Zero
R1,R1,R1	RT,RT,RT	Morph: Cyrax
↓,↓,↑	↓,↓,↑	Morph: Ermac
→,→,↓,↓+R1	→,→,↓,↓R2RT	Morph: Jade
→,→,↓,×	→,→,↓,A	Morph: Jax

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Special Moves (cont.)

PS2 Notation	Xbox Notation	Move
×,R1,▲	A,R,Y	Morph: Kabal
←,→,R1	←,→,R	Morph: Kano
→,↓,→,L1	→,↓,→,L	Morph: Kitana
L1,L1,R1,L1	L,L,R,L	Morph: Kung Lao
↓,↙,←,↑,↗,→,↘	↓,↙,←,↑,↗,→,↘	Morph: Liu Kang
L1,R1,▲	L,R,Y	Morph: Mileena
↑,↑,↑	↑,↑,↑	Morph: Nightwolf
L1,R1,R1,▲	L,R,R,Y	Morph: Reptile
↓,↓,→,×	↓,↓,→,A	Morph: Scorpion
↓,→,←,L1	↓,→,←,L	Morph: Sektor
Hold ●,→,↓,→	Hold B,→,↓,→	Morph: Sheeva
←,↓,←,●	←,↓,←,B	Morph: Sindel
↓+×+R1+L1	↓+A+R+L	Morph: Sonya
→,→,→,▲	→,→,→,Y	Morph: Stryker
→,↓,→,■	→,↓,→,X	Morph: Sub-Zero

Note

Classic Sub-Zero, Ermac, and Mileena must be unlocked before you can morph into them. There is no morph for cybernetic Smoke or Human Smoke.

Fatalities

PS2 Notation	Xbox Notation	Move	Distance
↑,↑,←,×	↑,↑,←,A	Stage	Close
Hold ×,↓,→,→,↓	Hold ,↓,→,→,↓	Fatality 1	Close
Hold ×,L1,R1,L1,R1	Hold ,L,R,L,R	Fatality 2	Close
●,●,L1,L1,↓	B,B,L,L,↓	Friendship	Half
L1,L1,L1,●	L,L,L,B	Babality	Half
Hold ■,L1,L1,L1	Hold X,L,L,L	Animality	Sweep

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Sheeva

She was hand-picked by Shao Kahn to serve as Sindel's personal protector. She becomes suspicious of Shao Kahn's loyalty toward her race of Shokan when he makes Motaro the leader of his extermination squads. In the Outworld, Motaro's Centaurian race is the natural enemy of the Shokan.

Special Moves

PS2 Notation	Xbox Notation	Move
↓,→,■	↓,→,X	Searing Blast
↓,↑	↓,↑	Death From Above
←,↓,←,▲	←,↓,←,Y	Furious Stomp

Fatalities

PS2 Notation	Xbox Notation	Move	Distance
↓,→,↓,→,×	↓,→,↓,→,A	Stage	Close
→,↓,↓,→,×	→,↓,↓,→,A	Fatality 1	Close
Hold ▲,→,←,→,→	Hold Y,→,←,→,→	Fatality 2	Close
→,→,↓,→ pause 1 second ■	→,→,↓,→ pause A second 3	Friendship	Half
↓,↓,↓,←,▲	↓,↓,↓,←,Y	Babality	Half
L1,R1,R1,R1,R1	L,R,R,R,R	Animality	Sweep

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Sindel

She once ruled the Outworld at Shao Kahn's side as his queen. Now 10,000 years after her untimely death, she is reborn on Earth. Her evil intent is every match for Shao Kahn's tyranny. She is the key to his occupation of Earth.

Special Moves

PS2 Notation	Xbox Notation	Move
→,→,→,■	⟳,⟳,⟳,X	Banshee Scream
→,→,×	⟳,⟳,A	Fireball
←,↓,→,●	⟲,⟱,⟳,B	Air Fireball (AIR)
←,←,→,▲	⟲,⟲,⟳,Y	Float

Fatalities

PS2 Notation	Xbox Notation	Move	Distance
↓,↓,↓,↓,×	⟱,⟱,⟱,⟱,A	Stage	Close
L1,L1,R1,R1,L1+R1	Ⓛ,Ⓛ,Ⓡ,Ⓡ,ⓁR2Ⓡ	Fatality 1	Close
L1,L1,R1,L1,R1	Ⓛ,Ⓛ,Ⓡ,Ⓛ,Ⓡ	Fatality 2	Sweep
L1,L1,L1,L1,L1,↑	Ⓛ,Ⓛ,Ⓛ,Ⓛ,Ⓛ,⟰	Friendship	Half
L1,L1,L1,↑	Ⓛ,Ⓛ,Ⓛ,⟰	Babality	Half
→,→,↑,■	⟳,⟳,⟰,X	Animality	Close

Smoke

The third mysterious cybernetic ninja created by the Lin Kuei. Smoke was defeated during Shao Kahn's invasion of Earth and was taken back to Outworld, where he was deactivated for some time. Eventually Noob Saibot reactivated him.

Special Moves

PS2 Notation	Xbox Notation	Move
←,←,×	⟲,⟲,A	Spear
→,→,●	⟳,⟳,B	Rocket Punch (air)
↑,↑,L1	⟰,⟰,Ⓛ	Invisibility
R1	Ⓡ	Air Throw (AIR)

Fatalities

PS2 Notation	Xbox Notation	Move	Distance
→,→,↓,●	⟳,⟳,⟱,B	Stage	Close
↑,↑,→,↓	⟰,⟰,⟳,⟱	Fatality 1	Full
Hold L1+R1,↓,↓,→,↑	Hold Ⓛ+Ⓡ,⟱,⟱,⟳,⟰	Fatality 2	Sweep
L1,L1,L1,▲	Ⓛ,Ⓛ,Ⓛ,Y	Friendship	Half
↓,↓,←,←,▲	⟱,⟱,⟲,⟲,Y	Babality	Half
↓,→,→,R1	⟱,⟳,⟳,Ⓡ	Animality	Full

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Sonya

Sonya disappeared after the first tournament but was later rescued from the Outworld by Jax. After returning to Earth, she and Jax try to warn the U.S. government of the looming Outworld menace. Lacking proof, they watch helplessly as Shao Kahn begins his invasion.

Special Moves

PS2 Notation	Xbox Notation	Move
↓,→,✕	↓,→,A	Energy Rings
↓+✕+R1	↓+A+R	Leg Grab
→,←,■	→,←,X	Square Wave Punch
←,←,↓,▲	←,←,↓,Y	Bicycle Kick

Fatalities

PS2 Notation	Xbox Notation	Move	Distance
→,→,↓,■	→,→,↓,X	Stage	Close
Hold R1+L1,↑,↑,←,↓	Hold R+L,↑,↑,←,↓	Fatality 1	Half
←,→,↓,↓,L1	←,→,↓,↓,L	Fatality 2	Any
←,→,←,↓,L1	←,→,←,↓,L	Friendship	Half
↓,↓,→,●	↓,↓,→,B	Babality	Half
Hold ✕,←,→,↓,→	Hold A,←,→,↓,→	Animality	Close

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Stryker

When the Outworld portal opens over a large city in North America, panic and chaos rage out of control. Kurtis Stryker was the leader of a riot control brigade when Shao Kahn began taking souls. He finds himself the lone survivor of a city once populated by millions.

Special Moves

PS2 Notation	Xbox Notation	Move
←,→,■	←,→,X	Gun Blast
↓,←,■	↓,←,X	High Grenade
↓,←,×	↓,←,A	Low Grenade
→,→,▲	→,→,Y	Baton Throw
→,←,×	→,←,A	Baton Trip

Fatalities

PS2 Notation	Xbox Notation	Move	Distance
→,↑,↑,▲	→,↑,↑,Y	Stage	Close
↓,→,↓,→,R1	↓,→,↓,→,RT	Fatality 1	Close
→,→,→,●	→,→,→,B	Fatality 2	Half
×,L1,L1,×	A,LT,LT,A	Friendship	Half
↓,→,→,←,■	↓,→,→,←,X	Babality	Half
L1,L1,L1,R1	LT,LT,LT,RT	Animality	Sweep

Sub-Zero

The ninja returns unmasked. He was betrayed by his own ninja clan—the Lin Kuei. He broke sacred codes of honor by leaving the clan and is marked for death. But unlike the ninja of old, his pursuers come as machines. He must not only defend against the Outworld menace but must also elude his soulless assassins.

Special Moves

PS2 Notation	Xbox Notation	Move
↓,→,×	↓,→,A	Freeze Ball
↓,→,■	↓,→,X	Ice Shower
↓,→,←,■	↓,→,←,X	Front Ice Shower
↓,←,→,■	↓,←,→,X	Back Ice Shower
↓,←,×	↓,←,A	Ice Clone (air)
←+×+●+R1	←+A+B+RT	Ninja Slide

Fatalities

PS2 Notation	Xbox Notation	Move	Distance
↓,←,→,→,▲	↓,←,→,→,Y	Stage	Close
R1,R1,L1,R1,L1	RT,RT,LT,RT,LT	Fatality 1	Close
←,←,↓,←,L1	←,←,↓,←,LT	Fatality 2	Sweep
●,L1,L1,↑	B,LT,LT,↑	Friendship	Half
↓,←,←,▲	↓,←,←,Y	Babality	Half
→,↑,↑	→,↑,↑	Animality	Close

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Unlocking Guide

There are two ways to unlock everything: through Konquest Mode or through the Krypt. You can unlock many of the items in the game by either method, but you can unlock a few items by only one method or the other.

The game also features the arcade version of *Ultimate Mortal Kombat®3*, which has several unlockable characters and hidden codes. This section covers the unlockable items and characters in both *Mortal Kombat®: Armageddon™* and *Ultimate MK3®*.

Mortal Kombat®: Armageddon™

There are 62 playable characters, but only four of them need to be unlocked. You can also unlock new stages to fight on, soundtracks, alternate costumes for many of the characters, behind-the-scenes videos, and artwork.

Unlockable Characters

Character	How to Unlock
Meat	Collect 10 relic items in Konquest Mode.
Daegon	Collect 40 relic items in Konquest Mode.
Blaze	Collect 50 relic items in Konquest Mode.
Taven	Complete Konquest Mode.

Tip

See the Konquest Mode section of this guide for information on how to find the relic items you need to unlock these characters, as well as information on how to complete Konquest Mode and unlock Taven.

Krypt

The Krypt holds a majority of the secrets. There you will find several walls lined with XX boxes, which represent the unlockable items in the game. Even the four unlockable characters are represented in the Krypt, even though they can be unlocked only through Konquest Mode.

Aside from the few things you can unlock only via Konquest Mode, you can unlock everything in the Krypt with koins. You can earn koins via Konquest Mode or through beating the computer in Kombat Mode. The higher the difficulty level you play on, the more koins you earn for each win.you earn for each win.

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Konquest Mode

Playing in Konquest Mode, in addition to being the only way to unlock four characters, is also the only way to unlock the Pyramid of Argus stage and the various Elder Gods armor pieces for Kreate a Fighter Mode. To unlock the Pyramid of Argus stage, you must collect 20 relic items within Konquest Mode.

As you progress through Konquest Mode, you can also unlock various soundtracks and alternate character outfits. Purchase these items in the Krypt or unlock them at no charge through Konquest Mode.

Tip

See the Konquest Mode section for information on how to find the relic items you need to unlock the Pyramid of Argus stage, as well as the location of the various Elder Gods armor pieces.

Ultimate Mortal Kombat 3®

Mortal Kombat®: Armageddon™ includes the arcade version of *Ultimate Mortal Kombat 3®*, which has several hidden codes that unlock characters and add various effects or limitations to matches. It also includes a number of finishing moves for each character, which you can perform after you meet certain prerequisites.

Finishing Moves

Ultimate MK3® features two Fatalities and one Friendship, Babality, Animality, and Stage Fatality for each character. There is also a general finishing move that shows mercy to your opponent. Except for two Fatalities, you can execute these finishing moves only when specific conditions are met and the proper notation is entered.

Stage Fatality: You can perform Stage Fatalities on four stages in *Ultimate MK3®*: The Pit 3, Bell Tower, Subway, and Hell. Perform a Stage Fatality after the announcer says, "Finish him/her!"

Friendship: To execute a Friendship finishing move, you must not press Block in the match's final round. Perform a Friendship after the announcer says, "Finish him/her!"

Babality: To execute a Babality finishing move, do not press Block in the match's final round. Perform a Babality after the announcer says, "Finish him/her!"

Mercy: Showing mercy gives your opponents a small amount of health, which allows them to continue fighting. You can only show mercy in the final round of a match. To show mercy, after the announcer says, "Finish him/her!", hold L2 (PS2) or L (Xbox), press ↓,↓ (PS2) or ⚇,⚇ (Xbox), then release.

Animality: You can perform an Animality only after you show mercy to an opponent. After you show mercy, defeat the opponent and perform an Animality after the announcer says, "Finish him/her!"

Kombat Kodes

There are two types of kodes in *Ultimate MK3®*, kombat kodes and ultimate kombat kodes. Input kombat kodes on the Versus screen before a two-player match. Ultimate kombat kodes unlock three of the hidden characters in *Ultimate MK3®*; you can input them only after you lose in a single-player game and let the timer run down and do not continue.

All kodes are entered using the attack buttons on the one-player and two-player controls. Each time you press a button, the icon represented in the kode box changes. The kombat kode key table here indicates how many times an attack button must be pressed to achieve each of the icons.

Kombat Kode Key

Symbol	Button Presses
Dragon	0
MK	1
Ying-Yang	2
3	3
Question Mark	4
Lightning Bolt	5
Goro	6
Raiden	7
Shao Kahn	8
Skull	9

Tip

Instead of pressing an attack button six, seven, eight, or nine times, hold ↑ (PS2) or ⚇ (Xbox) to cycle through the icons in reverse order. Rather than press an attack button nine times for the skull icon, for example, hold ↑ (PS2) or ⚇ (Xbox) and press an attack button once.

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Ultimate Kombat Kodes

Character	Player 1 Kode	Player 3 Kode
Classic Sub-Zero	8,1,8,3,5	8,1,8,3,5
Ermac	1,2,3,4,4	4,4,3,2,1
Mileena	2,2,2,6,4	2,2,2,6,4

Tip

Ultimate kombat kodes are always listed in this order: high punch, low punch, block, low kick, high kick on the Player 1 controller, followed by high punch, low punch, block, low kick, high kick on the Player 2 controller. For information on the PS2 and Xbox controller key, see the *Ultimate Mortal Kombat 3®* section of this guide.

Kombat Kodes

Character	Player 1 Kode	Player 3 Kode
Play *Galaga*	6,4,2	4,6,8
Blocking Disabled	0,2,0	0,2,0
Throwing Disabled	1,0,0	1,0,0
Fast Uppercut Recovery Enabled	6,8,8	4,2,2
No Power Bars	9,8,7	1,2,3
Unlimited Run	4,6,6	4,6,6
1/4 Health Bar (Player 1)	7,0,7	0,0,0
1/4 Health Bar (Player 2)	0,0,0	7,0,7
1/2 Health Bar (Player 1)	0,3,3	0,0,0
1/2 Health Bar (Player 2)	0,0,0	0,3,3
Stage: Bell Tower	0,9,1	1,9,0
Stage: Subway	8,8,0	0,8,8
Stage: Scorpion's Lair	6,6,6	4,4,4
Stage: Noob's Dorfen	0,5,0	0,5,0

Kombat Kodes (cont.)

Character	Player 1 Kode	Player 3 Kode
Stage: Jade's Desert	3,3,0	0,3,3
Stage: Classic Sub-Zero	9,3,3	9,3,3
Stage: The Pit 3	8,2,0	0,2,8
Stage: The Graveyard	6,6,6	3,3,3
Stage: The Street	0,7,9	0,3,5
Stage: The Bridge	0,7,7	0,2,2
Stage: The Temple	6,0,0	0,4,0
Stage: Rooftop	3,4,3	3,4,3
Stage: River Kombat	0,0,2	0,0,3
Stage: Kahn's Tower	8,8,0	2,2,0
Stage: Kahn's Cavern	0,0,4	7,0,0
Stage: Soul Chamber	1,2,3	9,0,1
Dark Fighting	6,8,8	4,2,2
Silent Kombat	3,0,0	3,0,0
Psycho Kombat	9,8,5	1,2,5
RandPer Kombat	4,4,4	4,4,4
Unikoriv Referri: Sans Power	0,4,4	4,4,0
Winner Fights Shao Kahn	0,3,3	5,6,4
Winner Fights Noob Saibot	7,8,9	3,4,2
Winner Fights Smoke	2,0,5	2,0,5
Winner Fights Motaro	9,6,9	1,4,1
2-on-2 Kombat: Explosive Kombat	2,2,7	2,2,7
2-on-2 Kombat: Throwing Disabled and Explosive Kombat	0,2,2	2,2,0
Message: Hold Flippers During Casino Run	9,8,7	6,6,6
Message: No Fear = EB Button, Skydive, Max Countdown	2,8,2	2,8,2
Message: There Is No Knowledge That Is Not Power	1,2,3	9,8,6
Message: Revision Number	5,5,0	5,5,0
Message: See the Mortal Kombat Live Tour		
Message: Don't Jump At Me	4,4,6	6,4,4
Message: Skunky	1,2,2	2,2,1

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Kombat Kodes (cont.)

Character	Player 1 Kode	Player 3 Kode
Message: Whatcha Gun Do	0,0,4	4,0,0
Message: Throwing Encouraged	0,1,0	0,1,0
Message: Rain Can Be Found In the Graveyard	7,1,7	3,1,3

Tip

Kombat kodes are always listed in this order: low punch, block, low kick on the Player 1 controller, followed by low punch, block, low kick on the Player 2 controller. For information on the PS2 and Xbox controller key, see the *Ultimate Mortal Kombat 3®* section of this guide.

Other Secrets

In addition to the various finishing moves and kombat kodes, *Ultimate MK3®* has a few other secrets you can access by inputting specific button notations at various points during the game.

Human Smoke: To play as Human Smoke, select robot Smoke in a single-player or multiplayer game. Before any round starts, hold Back, High Punch, High Kick, Block, and Run until the match begins.

***Galaga*:** There are three ways to play *Galaga*. *Galaga* will start before the 100th two-player battle. You can also access *Galaga* through the kombat kode listed in the kombat kode table, or by winning the single-player game as listed in the End Game Options table here.

End Game Options: When you win the single-player game, you gain access to Shao Kahn's lost treasures. Access the treasures by selecting one of 12 icons shown after you defeat Shao Kahn and win the game. The number of treasures available is determined by the difficulty level you were on when you won the game.

Tip

Winning an eight-player tournament also gives you access to the Master II End Game Options.

Shao Kahn's Treasures

Treasure	Icon	Difficulty Requirement
Character Ending	Dragon	Novice
Play Galaga	MK	Novice
Fight Noob Saibot	3	Novice
Random Selection	Question Mark	Warrior
Fatality Demo #1	Lightning Bolt	Warrior
Fatality Demo #2	Goro	Warrior
Fatality Demo #3	Raiden	Warrior
Endurance Match: Noob and Ermac	Shao Kahn	Warrior
Endurance Match: Classic Sub-Zero and Noob	Skull	Master
Endurance Match: Noob, Ermac, Human Smoke, Classic Sub-Zero, Mileena	Question Mark #2	Master
Supreme Demo	Question Mark #3	Master II

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Character Guide

Are you ready for 62 playable characters? While the game is based on the previous engine, the addition of new characters, changes to the old characters, and new elements added to the engine mean that you have to learn your old favorites all over again. This section helps you learn basic and advanced strategies for all 62 characters.

Character Type Guide

Punisher: Characters who excel at counterattacking are classified as punisher-type characters. These kombatants wait for an opponent to miss an attack or use an unsafe attack, and capitalize on the situation with a powerful combo. While punisher-type characters perform better at close range, they can punish from anywhere on the screen.

Poking: Kombat revolves around attacking and blocking. The more conservatively you play, the harder it is for your opponent to attack you. Poking-type characters excel at playing safely. An attack that is blocked does not create an opening for an opponent's combo. Apply offensive pressure until their opponents leave themselves open for a combo.

Ranged: Many characters have a wide variety of attacks that work best from a distance across the screen from their opponent. These characters fall into the ranged character classification. While these characters may also be able to fight well at close range, their best attack options are available at a distance from their opponents.

Power: You can't win a fight unless you can damage the opponent. Power characters thrive on inflicting large amounts of damage with one combo string. Most power characters can defeat an opponent with two combos or even one, making them difficult adversaries in the right hands. With all of that power, however, comes the general weakness of having few defensive abilities.

Low Tier: Every fighter has a few characters who fall into the category of low tier. Low tier character types do not excel at any one area of fighting and fall below the rest of the characters in most areas. You can win with a low tier character, but it will be an uphill battle, and you will need much more skill than your opponent to make it an even match.

Character Rating Guide

Offense: A character's offensive rating is based on how many offensive tools are available to him or her and how effective these tools are. The more offensive tools a character can use, the better off that character is against an opponent with a good defense. If not one of these offensive tools is effective, however, it won't matter how many tools a character has—a good defender will have an easy time defending against them.

On the other hand, a character with only a few effective offensive tools must work hard to win, because an opponent has to find a way to stop only a limited number of attacks.

Defense: The higher a character's defensive rating, the more defensive tools that fighter has. That refers to how well characters can counterattack, how much damage they can get from a parry, and how well they can get themselves out of a death trap or stage hazard when an enemy corners them. Defense is the key to winning a match. If you can't hit opponents, you have a hard time taking them down.

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Weapon: Most characters have a fighting style that uses a weapon. While most characters excel at hand-to-hand fighting, weapons inflict more damage and cover a longer range. The more useful a character's weapon style is, the higher the weapon rating will be.

Aerial Kombat: There are two different components to the aerial kombat rating. The first is how much damage a character can get from an aerial canned combo. The second is how much damage a character can inflict after knocking an opponent into the air, but not performing a canned combo. Many times, using a ground combo while the opponent is in the air inflicts more damage than using an aerial canned combo.

Ground Kombat: Ground kombat is how well a character excels at fighting on the ground. A high rating in ground kombat means that the character can inflict a good amount of damage without knocking an opponent into the air, and has a good variety of special attacks to counter an offensive opponent.

Overall: A character's overall rating weighs the areas in which each character excels and falls short, and compares that to every other character in the game to come up with an overall character rating.

Note

Character rankings are based on a 10-point scale, with 10 being the highest and 1 being the lowest.

Ashrah

Character Type: Punisher

Ashrah is a demon who once served under Quan Chi as a member of the Brotherhood of Shadow. She questioned one of his commands and was to be executed by her own sisters. She discovered a means of escaping the Netherrealm, using a holy sword. To achieve her goal of purification, she must slay a powerful evil being, such as Noob Saibot, with the sword. Each denizen of the Netherrealm she defeats brings her closer to freedom.

Character Rating

Offense: 6	Ground Kombat: 5
Defense: 5	Aerial Kombat: 7
Weapon: 5	Overall: 5

Chou Jaio Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Wrist Chop
→+■	→+X	Piercing Wrist
↓+■	↓+X	Crouching Chop
▲	Y	Nukite
↓+▲	↓+Y	Vicious Uppercut
×	A	Side Snap Kick
←+×	←+A	Off Balance Trip
↑+×	↑+A	Lifting Flat-Foot
→+×	→+A	Knee Bruiser
↓+×	↓+A	Ducking Snap Chip
●	B	Hopping Crane Kick
←+●	←+B	Whirling Spin Kick
↑+●	↑+B	Soaring Crane
→+●	→+B	The Chicken Leg
↓+●	↓+B	Walking Steel Leg
■,→+■	X,→+X	Poking Hen
▲,■	Y,X	Stone Wrists
▲,▲	Y,Y	Twin Eye Poke
→+●,■	→+B,X	Leg Chopper
▲,▲,■	Y,Y,X	Demon Slayer
▲,▲,×	Y,Y,A	Feeling Lucky
→+●,■,→+■	→+B,X,→+X	Steel Wrists
▲,▲,■,L2	Y,Y,X,L	Priest of Light

Chou Jaio Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Rain Drop
■	X	Onslaught
▲	Y	Spin Cycle
×	A	Big Blast Combo
■,■	X,X	Medium Hit
×,×	A,A	The Twist
■,■,■	X,X,X	Take Off
■,■,▲	X,X,Y	Power Spin

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Chou Jaio Style Air Attacks (cont.)

PS2 Notation	Xbox Notation	Move
■,■,×	X,X,A	Twister
×,×,▲	A,A,Y	Fierce Power
■,■,●	X,X,B	Drop Down
×,×,×	A,A,A	Kickback
×,×,●	A,A,B	Bird Toss
■,■,×,▲	X,X,A,Y	Hurricane
■,■,×,×	X,X,A,A	Gravity Strikes
■,■,×,●	X,X,A,B	Over Head Air Toss

Kriss Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Chest Slash
←+■	←+X	Head Slicer
→+■	→+X	Eye Poke
↓+■	↓+X	Low Thigh Slash
▲	Y	Down the Middle
←+▲	←+Y	Dancing Kriss
↑+▲	↑+Y	Easy and Quick
↓+▲	↓+Y	Rising Uplift
×	A	Reverse Blade
←+×	←+A	Low Slash
↑+×	↑+A	Neck Thruster
→+×	→+A	Target Practice
↓+×	↓+A	Low Quick Stab
●	B	Pelvis Kick
↑+●	↑+B	Twisting Gut Cut
↓+●	↓+B	Mid-Section Pain
■,■	X,X	Twin Swipes
→+■,■	→+X,X	Fast Enough
▲,▲	Y,Y	Kriss Kross
×,●	A,B	Goddess Blade
→+■,■,■	→+X,X,X	Fast Hands
×,●,▲	A,B,Y	King Thunder
→+■,■,■,■	→+X,X,X,X	Extreme Fists
×,●,▲,▲	A,B,Y,Y	Light Cleansing Blade

Kriss Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Thrash Out
▲	Y	Bogie
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Rebel
×,×	A,A	Airborne Kick
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Spinning Attack
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Somersault
■,■,●	X,X,B	Flip Down
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Pincer Throw
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Zero Gravity

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	See the Light
↓,←+■	↓,←+X	Heavenly Light
↓,→+■	↓,→+X	Lightning Blast
↓,↑+×	↓,↑+A	Spin Cycle
→,→+●	→,→+B	Nature's Torpedo

Best Combos

Chou Jaio: Priest of Light, Light Cleansing Blade (38% Damage)

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Chou Jaio: Soaring Crane, Change Fighting Styles, Light Cleansing Blade (35% Damage)

Kriss: Spin Cycle, Light Cleansing Blade (35% Damage)
You can perform this combo from Chou Jaio style by changing fighting styles immediately after Spin Cycle.

Kriss: Easy and Quick, Light Cleansing Blade (32% Damage)

Offensive Strategies

Ashrah must be played with extreme patience. She has several attacks that come in handy, but not one of them is safe when blocked. Wait for your opponent to make a mistake before attacking. Ashrah's best range is up close, where she can punish with Priest of Light and go right into her 38 percent damage combo. If the opponent is playing safe and not attacking very much, use the Off Balance Trip low attack a few times, mixed in with The Chicken Leg mid attack. This makes your opponent start attacking to prevent you from attacking.

At midrange, use Nature's Torpedo to punish any missed attacks. If you're just inside midrange, you can also use the Lightning Blast as a punishment tool. Neither of these attacks inflicts much damage, but both provoke the opponent into moving across the screen or closing the distance gap. If your foe moves across the screen, use Heavenly Light and try to get back within midrange as quickly as possible.

Defensive Strategies

Because Ashrah lacks offensive options and is a punisher character, you'll be playing defense almost exactly as you play offense. Close-range is where you want to be most of the time. Ashrah's See the Light throw will knock the opponent into the air. Follow it up with Light Cleansing Blade from Kriss style for decent damage.

Use Soaring Crane or Priest of Light to inflict the most damage after a parry or blocked unsafe attack. This knocks the opponent back to midrange. If your foe comes rushing in, use Spin Cycle to knock the opponent into the air and unleash a combo. You can also punish from midrange with Nature's Torpedo, but if you're near a death trap or stage hazard use Lightning Blast instead, to take advantage of the environment.

Best Match-Ups

Low Tier Characters

Punisher character types rely on the mistakes of their opponents to punish and inflict damage. One mistake, and one-third of an opponent's health bar is gone. Low tier character types have very few safe attacks, if any. If almost any of their attacks are blocked, punisher characters can inflict a good amount of damage. Low tier characters have a very low win ratio against punisher characters.

Worst Match-Ups

Poking Characters

Most punisher character types have trouble inflicting damage on opponents who play it very safe. Most of their attacks are built around countering blocked and missed attacks, and if you remove these two counter-attack options, punishers don't have much left to rely on. This is the primary reason poking character types give punishers a very hard time. The focus of a poking character is to play as safely as possible, using quick poking attacks. They also excel at close-range fighting, where missed attacks happen much less frequently. This greatly limits the offensive options available to punisher character types.

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Best Stages

As a punishing character who excels at close-range combat, Ashrah does well on small stages with death traps. On these stages, Ashrah typically only needs one or two mistakes to force an opponent into a death trap. Try to fight on Falling Cliffs, Armory, Battle Arena, Evil Tower, Sky Temple, and Wastelands.

Worst Stages

Large stages with no death traps do not give Ashrah any advantages. Opponents can distance themselves from Ashrah, making it difficult for her to inflict damage. Without the help of death traps, it takes Ashrah longer to dispose of her opponents. Avoid fighting on Pyramid of Argus, Botan Jungle, Arctika, Lin Kuei Palace, Netherrealm Cliffs, and Edenian Ruins.

Baraka

Character Type: Low Tier

Baraka's Tarkatan race is a mutated hybrid of Netherrealm and Outworld species. A loyal warrior, Baraka serves his new master, the Dragon King, by preoccupying Outworld opposition with his Tarkatan hordes. His ally Mileena poses as Princess Kitana to confuse and misdirect the Dragon King's enemies.

Character Rating

Offense: 6	Ground Kombat: 5
Defense: 5	Aerial Kombat: 5
Weapon: 6	Overall: 5

Silat Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Quick Punch
←+■	←+X	Spinning Elbow
→+■	→+X	Nomad Cross
↓+■	↓+X	Ducking Cross Punch
▲	Y	Vertical Elbow

Silat Style Ground Attacks (cont.)

PS2 Notation	Xbox Notation	Move
→+▲	→+Y	Frontwards Elbow
↓+▲	↓+Y	Rising Uppercut
×	A	Thai Knee
←+×	←+A	Ankle Kick
↑+×	↑+A	Jumping Roundhouse
↓+×	↓+A	Crouching Kick
●	B	Front Sidekick
←+●	←+B	Hop Dragon Sweep
↓+●	↓+B	Low Demon Spinkick
■,■	X,X	Steel Punches
←+■,▲	←+X,Y	Head Spinner
←+■,×	←+X,A	Rocky Road
■,■,■	X,X,X	Triple Takeout
■,■,▲	X,X,Y	Speedy Elbow
■,■,×	X,X,A	Chest Damager
■,■,●	X,X,B	Silat's Salute
■,■,L2	X,X,L	Stay Down

Silat Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Rain Drop
■	X	Onslaught
▲	Y	Spin Cycle
×	A	Big Blast Combo
■,■	X,X	Medium Hit
×,×	A,A	The Twist
■,■,■	X,X,X	Take Off
■,■,▲	X,X,Y	Power Spin
■,■,×	X,X,A	Twister
×,×,▲	A,A,Y	Fierce Power
■,■,●	X,X,B	Drop Down
×,×,×	A,A,A	Kickback
×,×,●	A,A,B	Bird Toss
■,■,×,▲	X,X,A,Y	Hurricane
■,■,×,×	X,X,A,A	Gravity Strikes
■,■,×,●	X,X,A,B	Over Head Air Toss

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Blades Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downwards Slash
←+■	←+X	Mid-Ripper
→+■	→+X	Face Impaler
↓+■	↓+X	Low Scissors
▲	Y	Throat Slash
↑+▲	↑+Y	Send Them Flying
→+▲	→+Y	Chest Slash
↓+▲	↓+Y	Crouching Dual Stab
×	A	Scarlet Swing
↑+×	↑+A	Up and Beyond
→+×	→+A	Get the Point
↓+×	↓+A	Toe Slash
●	B	Spinning Sidekick
←+●	←+B	Demon Sweep
↓+●	↓+B	Shin Stab
■,■	X,X	Slashing Wind
▲,■	Y,X	Long Tips
▲,▲	Y,Y	Mithril Metal
×,×	A,A	Cyclone
▲,■,■	Y,X,X	Frenzy Slashes
×,×,▲	A,A,Y	Khan's Warrior

Blades Style Attacks (cont.)

PS2 Notation	Xbox Notation	Move
×,×,●	A,A,B	Baraka's Special
×,×,▲,■	A,A,Y,X	Death's Door
×,×,▲,▲	A,A,Y,Y	Mutant Spikes
×,×,▲,■,■	A,A,Y,X,X	Out of Kontral Slashes

Blades Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Thrash Out
▲	Y	Bogie
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Rebel
×,×	A,A	Airborne Kick
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Spinning Attack
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Somersault
■,■,●	X,X,B	Flip Down
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Pincer Throw
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Zero Gravity

Best Combos

Silat: Speedy Elbow, Change Fighting Style, Out of Kontral Slashes (29% Damage)

Blades: Up and Beyond, Out of Kontral Slashes (35% Damage)

Silat: Speedy Elbow, Triple Takeout, Mutant Blades (27% Damage)

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Offensive Strategies

Baraka is limited in all aspects of offense and defense. He has two punishing attacks, Mutant Blades and Chop Chop Blades, but neither leads to a combo, and both inflict only nominal damage. Chop Chop Blades is limited to use against an opponent jumping toward Baraka, while you can use Mutant Blades to punish from midrange.

Up close is where most of Baraka's damage comes from, but patience is the key here. Baraka can inflict 35 percent damage with his best combo, but you can use it safely only after blocking an unsafe attack. Baraka has to wait out the opponent in hopes that he can capitalize on a mistake.

Defensive Strategies

Baraka's defensive abilities are on par with his offensive abilities. He has to wait out the opponent and use Speed Elbow or Up and Beyond to capitalize on any openings. You can also use these attacks after a successful parry. From close range, these are Baraka's only options. Do not use the Spine Buster throw, which leaves Baraka right next to the enemy and vulnerable to a counter-attack.

From midrange, the Mutant Blades can punish missed attacks, while the Chop Chop Blades punish a jumping opponent. You won't inflict much damage with either option, but you will be able to get on the offensive. Your only fighting chance with Baraka is to have patience and wait out your opponent on offense and defense.

Best Match-Ups

Low Tier Characters

Unfortunately for low tier character types, they have a hard time fighting against every other character type. Other low tier character types are their best match-ups, because they are evenly matched. In a battle between low tier character types, the winner is the character who can wait the longest. Most low tier character types have few safe attacks, so whoever gets the first block or parry can counterattack and inflict damage.

Worst Match-Ups

Power Characters

While low tier character types have a hard time against all other character types, they have the hardest time against power characters. Most other character types can punish a low tier character who is forced to attack only to a certain extent, but a power character can inflict upward of 50 percent damage with one counterattack. This can devastate a low tier character.

Best Stages

Only at close range can Baraka inflict decent damage. Punishing with Mutant Blades knocks an opponent into a death trap, however, giving Baraka an easy win. Use the environment to your advantage by fighting on small stages with death traps such as the Armory, Battle Arena, Evil Tower, Falling Cliffs, Sky Temple, and Wastelands.

Worst Stages

Baraka's severe lack of offense and weak long-ranged attacks mean that fighting on large stages without death traps is difficult. Even with environmental advantages, Baraka has a hard time fighting against most characters. Take away the advantages, and the task gets harder. Avoid the Pyramid of Argus, Botan Jungle, Arctika, Lin Kuei Palace, Netherrealm Cliffs, and Edenian Ruins.

Blaze

Character Type: Low Tier

As the protector of the realms, Blaze is on a quest to prevent Armageddon. During his quest, Blaze was enslaved by holy men and forced to watch over the Great Dragon egg. After the egg hatched and Onaga was born, Blaze was free to continue his quest. The parents of Taven and Daegon created Blaze to save the realms. Whoever bested Blaze in Mortal Kombat would be granted the powers of a god and would determine the fate of the realms and the combatants.

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Character Rating

Offense: 8	Ground Kombat: 7
Defense: 2	Aerial Kombat: 10
Weapon: N/A	Overall: 6

Flames Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Melting Pot
→+■	→+X	Flaming Forehead
↓+■	↓+X	Low Flame Hand
▲	Y	Infernal Crunch
←+▲	←+Y	Rising Flames
↓+▲	↓+Y	Blazing Uppercut
×	A	Scoop of Lava
↓+×	↓+A	Low Flame Kick
●	B	Stepping Flame
←+●	←+B	Lava Trip
↓+●	↓+B	Hot Heels
■,■	X,X	Fiery Slap
■,▲	X,Y	Melting Death
←+●,●	←+B,B	Cinder Fumes
■,■,×	X,X,A	Third Scoop
■,■,●	X,X,B	Molten Death

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Throw
↓,↓+▲	↓,↓+Y	Quake Slam
←,←+■	←,←+X	Steam Roller
↑,↑+▲	↑,↑+Y	Charge Up
↓,↑+■	↓,↑+X	Melting Lava Teleport

Best Combos

Flames: Melting Death, Third Scoop (35% Damage)

Flames: Melting Death, Molten Death (33% Damage)

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Flames: Melting Death, Infernal Crunch, Third Scoop (33% Damage)

Flames: Melting Death, Infernal Crunch, Molten Death (33% Damage)

Offensive Strategies

As the final boss character of *MK Armageddon* you would think that Blaze would tower over the other characters with sheer power. However, it turns out that Blaze is only average at best. His combos inflict damage on par with most of the other characters, but he simply does not have the proper tools to be competitive against many of the other fighters. He has a few low pokes with the Low Flame Kick, Lava Trip, Hot Heels and Cinder Fumes, but you won't inflict much damage with them. You'll need to land either Melting Death or Infernal Crunch for decent combo damage. Both attacks can be easily punished so wait for any opening before using them.

Defensive Strategies

As a boss character, Blaze has an advantage in that he takes less damage per hit than normal characters, he cannot be thrown by normal characters and special moves will not knock him down. Blaze doesn't have many fast attacks, and the few he does have can be punished when blocked. Even though Blaze takes less damage and can't be knocked down it's still best to avoid getting punished as much as possible. Block your opponent's attacks and wait for an opening to unleash a combo. Use the low poke Low Flame Kick and Hot Heels to prevent your opponent from relentlessly attacking, then wait for an opening.

If your opponents try to distance themselves from you, use the Quake Slam and Charge Up to get them back to close range. The Quake Slam hits from anywhere on the screen unless the enemy is blocking or jumping. Charge Up regains Blaze's health bar. Use the Charge Up any time your opponent is away from you. Do not use the Melting Lava Teleport, because Blaze is vulnerable after this move.

Best Match-Ups

Low Tier Characters

Unfortunately for low tier character types, they have a hard time fighting against every other character type. Other low tier character types are their best match-ups, because they are evenly matched. In a battle between low tier character types, the winner is the character who can wait the longest. Most low tier character types have few safe attacks, so whoever gets the first block or parry can counterattack and inflict damage.

Worst Match-Ups

Power Characters

While low tier character types have a hard time against other character types, they have the hardest time against power characters. A low tier character who is forced to attack can only be punished to a certain extent by most

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other character types. A power character, however, can punish a low tier character by inflicting upward of 50 percent damage with one counterattack. This can devastate low tier characters and force them into difficult match-ups.

Best Stages

Blaze works best at close range. He doesn't move fast, so when he's at a distance he has a hard time closing the gap. He needs to keep his opponent within range to unleash one of his combos every chance he gets. Stages that allow limited movement work best for Blaze players. Fight in the Armory, Battle Arena, Bell Tower, Evil Tower, Fire Well, Lumber Mill, and Meteor Storm.

Worst Stages

Open stages that give opponents plenty of time to get away and keep Blaze at a distance are bad for Blaze. If Blaze can't get close to his opponent, he has a hard time inflicting damage. In the meantime, his opponents have more opportunities to attack Blaze while he closes the distance gap. Avoid stages that have large open areas such as the Edenian Ruins, Scorpion's Lair, Netherrealm Cliffs, and Arctika.

Bo Rai Cho

Character Type: Ranged

During the many years that Shang Tsung sponsored the Mortal Kombat tournaments, Bo Rai Cho secretly trained warriors in an effort to defeat the evil sorcerer. He found Liu Kang and trained him to defeat Shang Tsung. When Onaga came to power in his homeland of Outworld, Bo Rai Cho was given control of Princess Kitana's allied armies to do battle against the Dragon King.

Character Rating

Offense: 6	Ground Kombat: 7
Defense: 6	Aerial Kombat: 6
Weapon: 7	Overall: 6

Drunken Fist Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Spinning Fist
←+■	←+X	Twisting Hand
↓+■	↓+X	Keg Fist
▲	Y	Straight Chop
↑+▲	↑+Y	Double Punches
↓+▲	↓+Y	Drunken Uppercut
×	A	Roundhouse
←+×	←+A	Sweep Kick
↓+×	↓+A	Crippling Punch
●	B	Sidekick
←+●	←+B	Lift Kick
↓+●	↓+B	Low Foot Plant
■,■	X,X	Drunk Fool
▲,▲	Y,Y	Rocks
▲,×	Y,A	Tip Toe
×,▲	A,Y	Tasty Wine
×,×	A,A	Tickling Feet
■,■,■	X,X,X	Twist of Lime
▲,▲,■	Y,Y,X	Learning to Stand
▲,×,▲	Y,A,Y	Floating on Air
×,×,▲	A,A,Y	Staggering Strikes
×,×,×	A,A,A	Mind of Stupor
▲,▲,■,■	Y,Y,X,X	Sleep Walking
▲,×,▲,▲	Y,A,Y,Y	Zero Tolerance
▲,▲,■,■,■	Y,Y,X,X,X	Party Time
×,×,L2	A,A,L	Drunken Stick
×,×,▲,▲	A,A,Y,Y	Phat Dance

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Drunken Fist Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Over Head Air Toss
■	X	Fallout
▲	Y	Airborne
×	A	Straight Up
■,■	X,X	Flying Kick
▲,▲	Y,Y	Power Slam
×,×	A,A	Straight Forward
■,■,■	X,X,X	Gravity Strike
■,■,▲	X,X,Y	Toss Ya!
■,■,×	X,X,A	Ending It Now
×,×,▲	A,A,Y	Grounded
■,■,●	X,X,B	Air Death
×,×,×	A,A,A	Air Kick
×,×,●	A,A,B	Time to Hover

Jojutsu Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Overhead Strike
←+■	←+X	Collar Bone Breaker
↓+■	↓+X	Pelvis Hit
▲	Y	Two-Handed Thrust
←+▲	←+Y	Smacking Branch
↓+▲	↓+Y	Upwards Power Stick
×	A	2-Hit Strike
←+×	←+A	Homerun Swing
↑+×	↑+A	Power Snap
↓+×	↓+A	Low Foot Poke
●	B	Under Arm Branch
←+●	←+B	Foot Poke
↑+●	↑+B	Sneaky Branch
↓+●	↓+B	Wild Low Swing
▲,×	Y,A	Incredibly Delicious
▲,●	Y,B	Cheap Stick
×,●	A,B	Strong Roots
●,●	B,B	Double Trouble Twig
▲,●,■	Y,B,X	Dancing Stick
▲,●,←+■	Y,B,←+X	Busted Head
▲,●,●,	Y,B,B	Crusty Branch
×,●,●	A,B,B	Popping Twig
▲,●,●,↑+×	Y,B,B,↑+A	Rolling Wind

Jojutsu Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Thrash Out
▲	Y	Bogie
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Rebel
×,×	A,A	Airborne Kick
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Spinning Attack
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Somersault
■,■,●	X,X,B	Flip Down
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Pincer Throw
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Zero Gravity

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Face to Floor
←,→+▲	←,→+Y	Puke Puddle
↓,←+■	↓,←+X	Monkey Flips
→,→+●	→,→+B	Belly Bash
↓,↑+×	↓,↑+A	Earthquake

Best Combos

Drunken Fist: Drunken Stick, Rolling Wind (20% Damage)

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Drunken Fist: Drunken Stick, Collar Bone Breaker, Rolling Wind (20% Damage)

Jojutsu: Busted Head, Collar Bone Breaker, Rolling Wind (31% Damage)

Jojutsu: Busted Head, Rolling Wind (31% Damage)

Offensive Strategies

Many of Bo Rai Chi's attacks have been toned down, and he must now fight from a distance instead of relying on the powerful close attacks he used in previous games.

Stay in the Jojutsu fighting style as much as you can. This is where a majority of your damage will come from, and when using the Drunken Fist style, Bo Rai Cho moves slowly. Bo Rai Cho fights well from midrange and maximum range. When at midrange, use the Puke Puddle, then jump to maximum range and use the Earthquake followed by another Puke Puddle. The Puke Puddle doesn't last long, but the Earthquake is unblockable, and your opponent has to jump to avoid taking damage. With the Puke Puddle in the way, it will be difficult for your opponent to get around both attacks.

Defensive Strategies

On defense, Bo Rai Cho has a few different options available to him. Use the Puke Puddle from midrange and when you're right next to the opponent. Keep the Puke Puddle on the ground to limit the opponent's movement. You can also punish from midrange with the Monkey Flips or Belly Bash.

If you parry an attack or block something that is not safe, counter with a Puke Puddle or the Busted Head attack. The Puke Puddle stuns the opponent, allowing you to go right into the Busted Head and accompanying combo. Your primary goal on defense should be to get away from your opponent so you can use the Earthquake and get into your offensive flow.

Best Match-Ups

Poking Characters

While some ranged characters can hold their own at close range, they are at their best from a distance. Poking character types require close-range combat to chip away at their opponent's health and force an opening for a combo. It's difficult for a poking character to inflict damage on a ranged character. The ranged character works to keep a distance while the poking character tries to close the gap. In this battle over distance, the ranged character has a significant advantage.

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Worst Match-Ups

Ranged Characters

The only character types that excel at ranged combat are other ranged character types. This makes every match-up between two ranged character types a difficult battle. Both characters keep their distance, essentially allowing each other to fight at the best attack range. This means that in a ranged-vs.-ranged battle, both characters are using their best attacks from their ideal fighting distance. The winner is determined by the skill of the player, not the type of character being used.

Best Stages

Bo Rai Cho needs a lot of room to move around so he can continually use the Earthquake and Puke Puddle while running from the opponent. To maximize Bo Rai Cho's fighting ability, fight on large stages with no death traps. The Pyramid of Argus, Botan Jungle, Arctika, Lin Kuei Palace, and Netherrealm Cliffs give you room to run from your opponent.

Worst Stages

Small stages with no death traps are the worst stages for Bo Rai Cho. Small stages in general are bad for him, but it's possible to catch an opponent off guard with the Puke Puddle and knock him or her into a death trap. With no room to move and no death trap for an easy victory, Bo Rai Cho is in trouble. Avoid fighting in Hell, Meteor Storm, Tekunin Prison, Reptile's Lair, Soul Chamber, Reiko's War Room, and Shao Kahn's Throne Room.

Cage

Character Type: Power

A martial arts superstar, Johnny Cage was trained by great masters from around the world. He was killed in battle when Shao Kahn invaded Earth, but during the merging of Outworld and Earth, his soul was able to return to his body. When Shao Kahn was defeated, his soul was free to ascend to a higher place. When the battle against Shinnok and Quan Chi began, Cage sought out Raiden to restore his body so he could fight once more. It is not known what happened to Cage's soul after the battle against Shinnok and Quan Chi.

Character Rating

Offense: 9	Ground Kombat: 8
Defense: 7	Aerial Kombat: 8
Weapon: 5	Overall: 8

Shorin Ryu Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Face Punch
←+■	←+X	Power Chop
↓+■	↓+X	Lower Punch
▲	Y	Power Chest Strike
→+▲	→+Y	Hammer Strike
↓+▲	↓+Y	Uppercut
×	A	Front Thrust Kick
←+×	←+A	Shin Thrust
↑+×	↑+A	Cutting Kick
↓+×	↓+A	Creeping Attack
●	B	Rising Axe Kick
↑+●	↑+B	Flip Kick
↓+●	↓+B	Rolling Low Kick
■,■	X,X	Kobra Strikes
■,▲	X,Y	Bone Breaker
▲,■	Y,X	Light Fight
▲,×	Y,A	Deadly Venom
▲,●	Y,B	Big Blast
↑+●,↑+●	↑+B,↑+B	Double Spin
■,■,■	X,X,X	Cage Fury
▲,■,■	Y,X,X	Kobra Hisses
▲,■,▲	Y,X,Y	Stunned Blows
■,■,×	X,X,A	Phantom Feet
■,■,●	X,X,B	Rising Axe Kick
▲,×,×	Y,A,A	The Foot Sword
■,▲,↑+●	X,Y,↑+B	Somersault Kick
▲,■,■,×	Y,X,X,A	Phantom Hits
■,■,×,×	X,X,A,A	Red Dragon
▲,■,■,●	Y,X,X,B	Cage Is the Best
▲,■,▲,↑+●	Y,X,Y,↑+B	Kombo Somersault Kick
■,▲,↑+●,↑+●	X,Y,↑+B,↑+B	Flipping Frenzy

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Shorin Ryu Style Ground Attacks (cont.)

PS2 Notation	Xbox Notation	Move
▲,■,■,×,×	Y,X,X,A,A	Boxing King
▲,■,▲,↑+●,↑+●	Y,X,Y,RT+B,RT+B	King of the Ring
■,■,L2	X,X,LT	Busted Nose

Shorin Ryu Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Over Head Air Toss
■	X	Ambush
▲	Y	Danger Swipe
×	A	Psycho Spin
■,■	X,X	Downward Swat
×,×	A,A	Tornado Twist
■,■,■	X,X,X	Take Off
■,■,▲	X,X,Y	Tear Down
■,■,×	X,X,A	Monsoon
×,×,■	A,A,X	Down Slash
■,■,●	X,X,B	Whipcrack
×,×,▲	A,A,Y	Flying Human
×,×,×	A,A,A	Air Sails
×,×,●	A,A,B	Flicker
■,■,×,▲	X,X,A,Y	Throwdown
×,×,■,■	A,A,X,X	Splashdown
■,■,×,×	X,X,A,A	Sailing Away
■,■,×,●	X,X,A,B	Whiplasher
×,×,■,●	A,A,X,B	Sinking Hero

Nunchaku Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Quick Overhead Strike
←+■	LS+X	Skull Basher
↓+■	RS+X	Twisting Chako
▲	Y	Side Swing
←+▲	LS+Y	Underarm Rising Power
↓+▲	RS+Y	Killer Swing
U	A	Circular Swing
←+×	LS+A	Shin Bash
→+×	RS+A	Double Blunt
↓+×	RS+A	Ducking Wooden Strike
●	B	Power Kick

Nunchaku Style Attacks (cont.)

PS2 Notation	Xbox Notation	Move
←+●	LS+B	Spinning Hook Kick
↓+●	RS+B	Foot Smack
■,■	X,X	Spinster
×,●	A,B	Swing Kick
■,■,■	X,X,X	Cyclone Twister
■,■,▲	X,X,Y	Blurry Hits
■,■,×	X,X,A	Chako Frenzy
■,■,■,■	X,X,X,X	Nitro Blister
■,■,×,●	X,X,A,B	Frenzy and Kick

Nunchaku Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Powerhouse
▲	Y	Lucky Change
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Face Kicked
×,×	A,A	Wind Kick
■,■,■	X,X,X	Vicious Boots
■,■,▲	X,X,Y	Back Flip Kick
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Flip Back
■,■,●	X,X,B	Foot Grab
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Heel Toss
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Foot Assault

Special Moves

PS2 Notation	Xbox Notation	Move
R2	RT	Cage Close Up
←,→+×	LS,RS+A	Sliding Uppercut
↓,←+■	RS,LS+X	Plasmic Fireball
←,→+●	LS,RS+B	Shadow Kick

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Best Combos

Shorin Ryu: Cage Is the Best, Kombo Somersault Kick (41% Damage)

Shorin Ryu: Cage Is the Best, Boxing King (42% Damage)

Shorin Ryu: Sliding Uppercut, Sliding Uppercut, Kombo Somersault Kick (35% Damage)

Nunchaku: Sliding Uppercut, Underarm Rising Power, Kombo Somersault Kick (34% Damage)

Nunchaku: Underarm Rising Power, Change Fighting Style, Kombo Somersault Kick (32% Damage)

Offensive Strategies

Johnny Cage is one of those characters who's just tough to fight against. His offense is extremely powerful and his defense is solid as well.

First and foremost, when on offense with Cage you should be attacking almost nonstop. His Sliding Uppercut can hit from midrange, goes under projectiles, and will evade physical attacks. If it's blocked, you're also left a little distance from your opponent, making the attack very hard to punish. Your opponent can sidestep to evade the attack though, so don't overuse it.

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When you're on offense with Cage, always stay in Shorin Ryu style. Abuse Cage Is the Best until your opponent starts to duck. If it's blocked, Cage is pushed back, making the attack fairly safe. If you use this in conjunction with the Sliding Uppercut, opponents have a difficult time landing hits on you. If your opponent does start to duck, use the Rising Axe Kick to knock them into the air and follow with the Kombo Somersault Kick for good damage. The combo off Cage Is the Best will drain 41 percent of your opponent's health, meaning that you only have to land it twice to put your opponent in a very bad position.

Defensive Strategies

The best defense is a good offense when you're playing as Johnny Cage. Any opening you get you should be right back on offense with Cage Is the Best and dishing out another 41 percent damage combo. The Sliding Uppercut goes under a good number of your opponent's attacks and leads into a combo that will take more than one-third of your opponent's health. It is very difficult for any opponent to take Cage out of his offense. If you do end up on the defensive, wait for a parry or blocked unsafe attack and go right back on the offensive with Cage Is the Best.

Best Match-Ups

Low Tier Characters

Most power characters have the ability to defeat an opponent in three combos or fewer. When fighting against a low tier character, power character types have a significant advantage because most low tier characters have very few safe attacks. For the most part, power characters only have poke low and block. When the low tier character attempts to attack, block and immediately unleash a combo.

Worst Match-Ups

Ranged Characters

Power character types generally have a hard time against poking characters because that most power characters have very few safe attacks. Cage is the exception, because his best attacks are relatively safe and can be used over and over without fear of a counter-attack. If a ranged character type can stay away from Cage, however, Cage can't unleash any of his power and there's very little he can do.

Best Stages

Most of Cage's best attacks connect from close range and midrange and inflict a great deal of damage, so the smaller the stage the better. Stages without death traps work out great for Cage, too, because he doesn't need any assistance to dish out the damage. Focus on fighting in Hell, Goro's Lair, Meteor Storm, Tekunin Prison, Reptile's Lair, Soul Chamber, Shao Kahn's Throne Room, and Reiko's War Room.

Worst Stages

Cage really doesn't have any bad stages, but the worst would be any of the larger stages. Cage fights best at close range and is not very effective outside of midrange, so any stage where the opponent can run away endlessly can make it difficult for Cage to inflict damage. Avoid fighting on the Pyramid of Argus, Botan Jungle, Arctika, Lin Kuei Palace, Netherrealm Cliffs, and Edenian Ruins.

Chameleon

Character Type: Low Tier

Not much is known about Chameleon. He worked for Shao Kahn during the Earth Realm invasion. He has been hiding in the shadows since the first tournament. Chameleon is on the evil side.

Character Rating

Offense: 6	Ground Kombat: 5
Defense: 5	Aerial Kombat: 5
Weapon: 6	Overall: 5

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Crane Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Crane Neck
←+■	←+X	Stomach Smack
↓+■	↓+X	Low Palm Strike
▲	Y	Flapping Attack
←+▲	←+Y	Strong Knee
↓+▲	↓+Y	Uppercut Kick
×	A	Face Kick
↓+×	↓+A	Spinning Knee Kick
↓+●	↓+B	Leg Attack
■,■	X,X	Flying Beak
←+■,←+×	←+X,←+A	Hop Sidekick
×,×	A,A	Dirty Bird
■,■,■	X,X,X	3-Hit Wings
■,■,●	X,X,B	Poke Surprise
×,×,▲	A,A,Y	Death Bed
×,×,×	A,A,A	Ugly Swan
×,×,●	A,A,B	Crane Surprise
×,×,←+●	A,A,←+B	Sidewinder
■,■,■,↑+●	X,X,X,↑+B	Diving Crane
×,×,×,←+×	A,A,A,←+A	Crunchy Kick
■,■,●,●	X,X,B,B	Poke Second Surprise
×,×,●,●	A,A,B,B	Second Surprise
■,■,L2	X,X,L	Hidden Colors
×,×,×,■,■,L2	A,A,A,X,X,L	Killer Komobo
×,×,×,■,■,■,↑+●	A,A,A,X,X,X,↑+B	Hunting Prey
←+×	←+A	Pop Kick
●	B	Stomach Kick
↑+●	↑+B	Leaping Crane

Crane Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Dead Meat
■	X	Cyclone
▲	Y	Blue Sky
×	A	Hovering Strike
■,■	X,X	Jab Me
×,×	A,A	Air Waves
■,■,■	X,X,X	Take It
■,■,▲	X,X,Y	Red Sky
■,■,×	X,X,A	Wavelength
■,■,●	X,X,B	Fallen Hero

Ninja Sword Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Stomach Slash
↓+■	↓+X	Horizontal Stab
▲	Y	Turning Blade
↓+▲	↓+Y	Belly Splitter
×	A	Upward Swing
→+×	→+A	Mid-Section Slash
↓+×	↓+A	Mid Thigh Slash
●	B	Shoulder Cut
↓+●	↓+B	Knee Slash
■,▲	X,Y	Flame of Death
■,×	X,A	Hidden Agenda
●,■	B,X	Stinky Lizard
●,×	B,A	Up and Down
●,●	B,B	Hot Bladez
●,■,■	B,X,X	Change of Wind

Ninja Sword Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick
■,■,●	X,X,B	Shove It
×,×,×	A,A,A	Barrel Roll
×,×,●	A,A,B	Downward Spiral
×,×,■,■	A,A,X,X	It's All Over
■,■,×,×	X,X,A,A	Air Barrel
×,×,■,▲	A,A,X,Y	Back in Action
■,■,×,●	X,X,A,B	Boot Slam
×,×,■,●	A,A,X,B	Zero G

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Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Slithery Grab
↓,←+■	↓,←+X	Green Wave
↓,↑+▲	↓,↑+Y	Lizard Lighting
←,→+✕	←,→+A	Speedy Serpent
↓,←+✕	↓,←+A	Vanishing Kick
←,→+●	←,→+B	Freezing Charge

Best Combos

Crane: Flapping Attack, Hunting Prey (27% Damage)

Crane: Flapping Attack, Flapping Attack, Killer Komobo (23% Damage)

Ninja Sword: Hidden Agenda, Upward Swing, Air Barrel (25% Damage)

Ninja Sword: Hidden Agenda, Upward Swing, Change of Wind (25% Damage)

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Offensive Strategies

Chameleon is another character who is lacking in many ways. His special moves are a mixture of attacks from other ninja, but he has gotten the short end of the stick in most regards. Use the Vanishing Kick to switch sides with your opponent and punish any missed attacks. After blocking an attack, use Death Bed, Flapping Attack, or Killer Komobo to inflict the most damage on your opponent. Poke low with the Leg Attack to keep your opponent on guard.

Stay in the Crane fighting style as much as you can and use the Slithery Grab to toss your opponent across the screen if you're far away from a death trap or stage hazard. Focus on the Flapping Attack to get into your combos. It's safe when blocked, but it hits high so the opponent can duck if you use it too much. The Lizard Lightning and Green Wave won't do you much good, but the Speedy Serpent is a quick punishing attack from midrange.

Defensive Strategies

As a low tier character type, Chameleon doesn't have much to work with on the defensive end. Stay away from your opponent and avoid being cornered by using the Slithery Grab and Vanishing Kick. If you do get cornered, block until you see an opening to use the Speedy Serpent or Freezing Charge, which are Chameleon's fastest special moves.

Change to the Ninja Sword fighting style on defense and catch your opponent off guard with the deceptive range of the Stomach Slash. Chameleon takes a step forward, which adds a great deal to the range of this attack, making it a good defensive tool when you're on the run. You can also go right into the Quick Slash to launch your opponent into the air and add extra damage with a combo.

Best Match-Ups

Low Tier Characters

Unfortunately for low tier character types, they have a hard time fighting against every other character type. Other low tier character types are their best match-ups, because they are evenly matched. In a battle between low tier character types, the winner is the character who can wait the longest. Most low tier character types have few safe attacks, so whoever gets the first block or parry can counterattack and inflict damage.

Worst Match-Ups

Power Characters

While low tier character types have a hard time against other character types, they have the hardest time against power characters. A low tier character who is forced to attack can only be punished to a certain extent by most other character types. A power character, however, can punish a low tier character by inflicting upward of 50 percent damage with one counterattack. This can devastate low tier characters and force them into difficult match-ups.

Best Stages

Chameleon doesn't have much with which to work. Let the stages do the work for you by knocking your opponent into a death trap or stage hazard. Chameleon's best stages are the Armory, Battle Arena, Lumber Mill, Wasteland, Outworld Spire, and Evil Tower. These are the easiest stages to position opponents for instant death by knocking them into a death trap. After you have your opponent positioned correctly, it takes only one mistake to finish your foe off, using one of the combos listed here.

Worst Stages

Low tier characters are fun to play, but it is a challenge to do well with them. You already have an uphill battle if you're playing as Chameleon, but your hands are tied if you get placed on a stage that doesn't allow you to position yourself correctly to take advantage of the few openings you get. These stages are Goro's Lair, Hell, Pyramid of Argus, Meteor Storm, Tekunin Prison, Soul Chamber, Scorpion's Lair, and Edenian Ruins. If you end up on any of these stages, keep your distance and punish when you can.

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Cyrax

Character Type: Poking

Cyrax was once human, but the Lin Kuei turned him into their second prototype cybernetic ninja, and called him unit LK-4D4. The Lin Kuei ordered Cyrax to find and destroy Sub-Zero. Instead, he was caught by Sub-Zero, who reprogrammed him to go after Shao Kahn. After fierce battles, he was recovered by Sonya and Jax, who helped him regain his human soul. He joined forces with them and was stranded in Outworld after Reptile damaged his inter-realm portal.

Character Rating

Offense: 6	Ground Kombat: 6
Defense: 5	Aerial Kombat: 4
Weapon: 5	Overall: 5

Ninjitsu Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Straight Attack
←+■	←+X	Ninja Hit
↓+■	↓+X	Ninja Punch
▲	Y	Strong Elbow
↑+▲	↑+Y	Double Fist Strike
↓+▲	↓+Y	Uppercut
×	A	Spinning Back Kick
←+×	←+A	Slip Kick
↓+×	↓+A	Low Mid Kick
●	B	Front Kick
↓+●	↓+B	Low Foot Press
■,■	X,X	Ninja Strikes
■,■,■	X,X,X	Lengthly Kombo
■,■,←+■	X,X,←+X	Cyborg Strikes
■,■,▲	X,X,Y	Stealth Blast
■,■,↑+▲	X,X,↑+Y	Robot Crunch
■,■,×	X,X,A	Lost in Darkness
■,■,L2	X,X,L	Cyber Light

Ninjitsu Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Over Head Air Toss
■	X	Ambush
▲	Y	Danger Swipe
×	A	Psycho Spin
■,■	X,X	Downward Swat
×,×	A,A	Tornado Twist
■,■,■	X,X,X	Take Off
■,■,▲	X,X,Y	Tear Down
■,■,×	X,X,A	Monsoon
×,×,■	A,A,X	Down Slash
■,■,●	X,X,B	Whipcrack
×,×,▲	A,A,Y	Flying Human
×,×,×	A,A,A	Air Sails
×,×,●	A,A,B	Flicker
■,■,×,▲	X,X,A,Y	Throwdown
×,×,■,■	A,A,X,X	Splashdown
■,■,×,×	X,X,A,A	Sailing Away
■,■,×,●	X,X,A,B	Whiplasher
×,×,■,●	A,A,X,B	Sinking Hero

Pulse Blade Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Chest Slash
←+■	←+X	Fast Lazer Swing
↓+■	↓+X	Thigh Slash
▲	Y	Burning Pulse
←+▲	←+Y	Lifting Light
↓+▲	↓+Y	Saber Cut
×	A	Turning Boot
←+×	←+A	Serpent Sweep
↓+×	↓+A	Leg Slash
●	B	Wristy Spin
↓+●	↓+B	Leg Stab
■,■	X,X	Witty Mind
▲,■	Y,X	Yellow Jacket Sting
▲,←+■	Y,←+X	Pulse Falcon
▲,■,■	Y,X,X	Pure Energy
■,■,×	X,X,A	Mind Kontrol
■,■,●	X,X,B	Frenzy Swirls

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Pulseblades Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Powerhouse
▲	Y	Lucky Change
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Face Kicked
×,×	A,A	Wind Kick
■,■,■	X,X,X	Vicious Boots
■,■,▲	X,X,Y	Back Flip Kick
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Flip Back
■,■,●	X,X,B	Foot Grab
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Heel Toss
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Foot Assault

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Armbreaker Throw
→,←+■	→,←+X	Detonator Close
↓,←+×	↓,←+A	Funky Spin Kicks
←,→+■	←,→+X	Detonator Far
↓,↑+▲	↓,↑+Y	Exploding Teleport
←,→+●	←,→+B	Slice and Dice

Best Combos

Ninjitsu: Detonator, Robot Crunch (28% Damage)

Ninjitsu: Detonator, Whiplasher (28% Damage)

Pulse Blade: Detonator, Foot Assault (28% Damage)

Pulse Blade: Lifting Light, Change Fighting Style, Cyber Light (25% Damage)

Offensive Strategies

Cyrax is a poking character only because he excels at nothing else. But even if you focus on poking, you may still find it difficult to win. His two Detonator special attacks and his Exploding Teleport are all that keep him from being classified as low tier. Get in close and use the Straight Attack, Ninja Strikes, Ninja Punch, Slip Kick, Low Mid Kick and Low Foot Press to apply pressure to your opponent.

Unfortunately not one of these attacks inflicts much damage, so you need to mix in the Detonator Close to keep opponents on their toes. The two Detonator attacks cannot be blocked and Cyrax can move them around by running into them. This ensures that your opponent cannot block all your attacks, then punish. Mix this with the Serpent Sweep from his Pulse Blade style, and you will do well with Cyrax.

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Defensive Strategies

There isn't much going for Cyrax on the defensive end. His Exploding Teleport can save you from a death trap or stage hazard by teleporting you to your opponent's opposite side. You can also execute the teleport in midair. But there's a delay after you reappear behind your opponent, so you may have to take a few hits to save yourself from a death trap.

If you back away from your opponent, the Slice and Dice attack is a good punishing move from a distance, but if you miss or your opponent blocks the attack, prepare to take a few hits. When in close, pull off the Armbreaker Throw to give yourself breathing room, then reset your defense with a Detonator Far followed by an Exploding Teleport.

Best Match-Ups

Low Tier Characters

Under most circumstances, a poking character would be strong against punisher characters, but Cyrax plays differently from most poking characters. Instead of having combos that inflict 30 percent damage or more to accompany his pokes, Cyrax can dish out sufficient damage only by connecting with his Detonator attacks. These require time and spacing to set up, something that is difficult against punisher characters. Against low tier characters, who have few safe attacks, Cyrax has a much easier time setting up for his damaging combos.

Worst Match-Ups

Ranged Characters

A poking character has a good offense, but only at close range. Cyrax is different in that his offense isn't as good as most other poking-type characters, but he can perform decently from a distance using his Detonator attacks. Still, Cyrax will have the most trouble against a ranged character. He will have a hard time getting close to the opponent and starting his poking offense. At a distance, Cyrax is limited to his Detonator attacks for the most part, while a ranged character will have superior ranged attacks.

Best Stages

Cyrax is a unique brand of poking character: He can perform well up close, but he needs distance to inflict decent damage, especially against faster characters who easily evade his Detonator Close attack. Because of this, Cyrax excels on stages that are small and contain death traps. Using his Exploding Teleport and Detonator attacks, Cyrax can trap an opponent and go for the one-hit kill instead of working harder to set up his damaging combos. Cyrax does well when playing on the Armory, Battle Arena, Fire Well, Hell's Foundry, Lumber Mill, Sky Temple, and Wasteland.

Worst Stages

There's little Cyrax can do in small stages with no death traps or stage hazards. His pokes don't inflict much damage and his Detonator attacks are slow to set up and easy to evade. On small stages with no death traps or stage hazards, Cyrax is at a disadvantage. Avoid fighting in Goro's Lair, Hell, Meteor Storm, Soul Chamber, Botan Jungle, Reiko's War Room, Shao Kahn's Throne Room, and Shao Kahn's Balcony.

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Daegon

Character Type: Punisher

A half-god and son of the protector of Edenia, Daegon and his brother, Taven, have been given the task of saving the realms from Armageddon. Daegon was sent to Earth until the time came to fulfill his quest. He was awakened prematurely, however, and became corrupted on a quest for power. If Daegon defeats Blaze he will become a full god and protector of Edenia. His victory over Blaze will also decide the fate of the other combatants.

Character Rating

Offense: 7	Ground Kombat: 4
Defense: 7	Aerial Kombat: 7
Weapon: 6	Overall: 7

Fu Jow Pai Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Straight Claw
←+■	←+X	Knee Punch
↓+■	↓+X	The Claw
▲	Y	Upward Paw
←+▲	←+Y	Tiger Strike
↓+▲	↓+Y	Uppercut
×	A	Back Kick
←+×	←+A	Hop-Kick
↓+×	↓+A	Spinning Low Kick
●	B	Roundhouse
←+●	←+B	Lifting Kick
↑+●	↑+B	Shin Kick
↓+●	↓+B	Low Toe Kick
■,■	X,X	Klaws
▲,▲	Y,Y	Double Striking Fists
■,■,■	X,X,X	The King
■,■,▲	X,X,Y	Wandering Claws
■,■,×	X,X,A	Bad Daegon
■,■,←+×	X,X,←+A	Ground and Air
■,■,▲,L2	X,X,Y,L	Traitor

Fu Jow Pai Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Whiplash
■	X	Bombardment
▲	Y	Updraft
×	A	Fire Fly
■,■	X,X	Airmatic Smacks
×,×	A,A	Double Air Kicks
■,■,■	X,X,X	Power Bash
■,■,▲	X,X,Y	Backup
■,■,×	X,X,A	Reset Fists
×,×,■	A,A,X	X Marks the Spot
×,×,▲	A,A,Y	Ploted Tree
■,■,●	X,X,B	Zero Cool
×,×,×	A,A,A	Shaddy Heel
×,×,●	A,A,B	Null G

Drakeswords Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Twin Stab
↓+■	↓+X	Twin Blade Poke
▲	Y	Boot Attack
←+▲	←+Y	Fury Blades
×	A	Twin Edges
↓+×	↓+A	Low Slash
●	B	Swinging Slases
←+●	←+B	5 Edges of Death
↓+●	↓+B	Ducking Spinning Edges
■,■	X,X	Pain From the Inside
■,■,▲	X,X,Y	Deadly Twins
■,■,×	X,X,A	Slicing Death
■,■,●	X,X,B	Torso Slashes
■,■,▲,×	X,X,Y,A	Half Moon
■,■,▲,●	X,X,Y,B	Fork It Over

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Drakeswords Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick
■,■,●	X,X,B	Shove It
×,×,×	A,A,A	Barrel Roll
×,×,●	A,A,B	Downward Spiral
×,×,■,■	A,A,X,X	It's All Over
■,■,×,×	X,X,A,A	Air Barrel
×,×,■,▲	A,A,X,Y	Back in Action
■,■,×,●	X,X,A,B	Boot Slam
×,×,■,●	A,A,X,B	Zero G

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Evil Touch
→,↓+▲	→,↓+Y	Rolling Hatred
←,→+●	←,→+B	Rushing Shoulder
↓,←+■	↓,←+X	Cloak of Avoidance
↓,→+■	↓,→+X	Fiery Hands

Best Combos

Fu Jow Pai: Rolling Hatred, Traitor (33% Damage)

Fu Jow Pai: Shin Kick, Traitor (29% Damage)

Drakeswords: Rolling Hatred, Fork It Over (38% Damage)
You can perform this combo from Fu Jow Pai style by changing fighting styles immediately after Rolling Hatred.

Offensive Strategies

Several of Daegon's special attacks cater toward punishing the opponent. He fights well from close and midrange, but he doesn't have much to offer from across the screen. At midrange, use Rolling Hatred to duck under high attacks and projectiles. This is one of Daegon's best attacks because it evades most of the attacks your opponent will attempt, and has the ability to combo an opponent for upwards of 38 percent damage. You can also pull off the full combo from either fighting style. Rushing Shoulder, another midrange punishing attack, executes faster than Rolling Hatred, but you don't get the combo damage after it hits. Both Rolling Hatred and Rushing Shoulder will knock an opponent into a death trap or stage hazard.

At close-range, Cloak of Avoidance works very well. The attack has a built-in back-dash that can evade many hand-to-hand attacks. The back-dash doesn't go very far and will not evade most attacks out of an opponent's weapon style because those attacks generally have more reach than standard hand-to-hand attacks. Cloak of Avoidance will also knock an opponent into a stage hazard or death trap.

Using Cloak of Avoidance and Rolling Hatred, Daegon is able to punish opponents as they're attacking instead of waiting for a blocked or missed attack. Many attacks in

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MK Armageddon are high or lack range, so you can shut down most of an opponent's offensive ability with just these two attacks, if you can read your foe. If your opponent starts backing away, however, run in for a throw to prevent your competition from blocking your attacks and punishing.

Defensive Strategies

The best defensive strategy for Daegon is simply not to get close to the opponent. Daegon fights very well from midrange, but his abilities are somewhat limited at close-range. If the opponent is not using the weapon fighting style, use Cloak of Avoidance to evade many attacks. It should take only one successful Cloak of Avoidance to put your opponent back on the defensive.

If the opponent is using the weapon style, most attacks will not be safe. Change to Fu Jow Pai fighting style and wait for a blocked attack. Counter with the Shin Kick and following combo to knock your opponent back and get into your offense. Use Shin Kick after a successful parry, too.

Best Match-Ups

Low Tier Characters

Punisher characters rely on the mistakes of their opponents to punish and inflict damage. One mistake, and one-third of an opponent's health bar is gone. Low tier character types have very few safe attacks, if any. If almost any of their attacks are blocked, punisher characters can inflict a good amount of damage. Low tier characters have a very low win ratio against punisher type characters.

Worst Match-Ups

Ranged Characters

Most punisher character types have trouble against poking characters. But thanks to Daegon's Cloak of Avoidance, poking characters are not a problem for him. Daegon can only punish from close and midrange, however, so ranged characters give him the most trouble. A ranged character can fight from across the screen, where Daegon has very little offensive power. To inflict any damage, Daegon has to close the distance gap. This is a very difficult match-up for Daegon.

Best Stages

Daegon does not fight well from a distance. Midrange is his farthest effective distance. But all of his punishing attacks can be used to knock an opponent into a death trap. To make the most of Daegon's offensive abilities, fight on smaller stages that have a death trap. Daegon's best stages are the Armory, Battle Arena, Evil Tower, Falling Cliffs, Sky Temple, and Wastelands.

Worst Stages

Large stages with no death trap are the hardest for Daegon to fight on. An opponent can run from Daegon for the entire match and Daegon can do little to prevent it. Avoid fighting on the Pyramid of Argus, Botan Jungle, Arctika, Lin Kuei Palace, Netherrealm Cliffs, and Edenian Ruins.

Dairou

Character Type: Ranged

Dairou was once a member of the Seidan Guard and believed in the power of order. When he killed an assailant and was sentenced to a life of incarceration, he became a changed man. Eventually he was able to escape and become a mercenary for hire. His next assignment is to kill his former guardsman, Hotaru.

Character Rating

Offense: 7	Ground Kombat: 8
Defense: 7	Aerial Kombat: 6
Weapon: 6	Overall: 7

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Mi Zong Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Hook Fist
←+■	←+X	Off Balance Push
→+■	→+X	Slap Down
↓+■	↓+X	Slide Strike
▲	Y	Straight Up
←+▲	←+Y	Pelvis Strike
↓+▲	↓+Y	Big Uppercut
×	A	High Kick
←+×	←+A	Sweeping Trip
↓+×	↓+A	Crab Kick
●	B	Side Kick
←+●	←+B	Lefit Kick
↑+●	↑+B	Smashing Kick
↓+●	↓+B	Step Kick
■,■	X,X	Good Old 1-2
■,▲	X,Y	Zong Gong
▲,▲	Y,Y	Stem of Death
■,■,■	X,X,X	Triplets
■,■,→+■	X,X,→+X	Angry Ape
■,▲,▲	X,Y,Y	Frying Hands
■,■,●	X,X,B	Zong Rage
▲,▲,←+●	Y,Y,←+B	Iron Broom
▲,▲,↑+●	Y,Y,↑+B	Zong Tongs
■,▲,▲,L2	X,Y,Y,L	Feirce Power

Mi Zong Style Ground Attacks

PS2 Notation	Xbox Notation	Move
●	B	Rain Drop
■	X	Onslaught
▲	Y	Spin Cycle
×	A	Big Blast Combo
■,■	X,X	Medium Hit
×,×	A,A	The Twist
■,■,■	X,X,X	Take Off
■,■,▲	X,X,Y	Power Spin
■,■,×	X,X,A	Twister
×,×,▲	A,A,Y	Fierce Power
■,■,●	X,X,B	Drop Down
×,×,×	A,A,A	Kickback
×,×,●	A,A,B	Bird Toss

Mi Zong Style Ground Attacks (cont.)

PS2 Notation	Xbox Notation	Move
■,■,×,▲	X,X,A,Y	Hurricane
■,■,×,×	X,X,A,A	Gravity Strikes
■,■,×,●	X,X,A,B	Over Head Air Toss

Autumn Dao Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Gut Slash
→+■	→+X	Wushu Spin
↓+■	↓+X	Thigh Slash
▲	Y	Upward Wind
←+▲	←+Y	Upward Launcher
↓+▲	↓+Y	2-Handed Slash
×	A	Melon Cutter
←+×	←+A	Tornado Spin
→+×	→+A	Crouching Cyclone
↓+×	↓+A	Low Ranged Stab
●	B	Chest Stab
→+●	→+B	Blender Slice
↓+●	↓+B	Foot Chopper
■,■	X,X	Tiger Slashes
■,■,▲	X,X,Y	Beast Power
■,■,→+×	X,X,→+A	Blood Letter

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Autumn Dao Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Thrash Out
▲	Y	Bogie
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Rebel
×,×	A,A	Airborne Kick
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Spinning Attack
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Somersault
■,■,●	X,X,B	Flip Down
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Pincer Throw
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Zero Gravity

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Arm Snapper
→,←,↓+■	→,←,↓+X	Tombstone Drop
↓,↑+×	↓,↑+A	Stealthy Shadows
↓,←+▲	↓,←+Y	Iron Leg

Best Combos

Mi Zong: Zong Tongs, Feirce Power (28% Damage)

Mi Zong: Iron Broom, Feirce Power (28% Damage)

Mi Zong: Tombstone Drop, Feirce Power (25% Damage)

Autumn Dao: Tombstone Drop, Blood Letter (28% Damage)

Autumn Dao: Upward Launcher, Blood Letter (22% Damage)

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Offensive Strategies

Dairou is all about attacking from a distance. He has two strong moves that will be your bread and butter when playing as Dairou. First and foremost is the Tombstone Drop. Not only is this attack unblockable, but it will hit from any distance and you can combo from it. Set up your opponent by getting in close and using either the Tornado Spin or the Sweeping Trip, depending on your current fighting style.

When your opponent is blocking, jump back and input the directional commands for the Tombstone Drop in the air. When you hit the ground, press the final command input, and the Tombstone Drop executes. Your opponent will have to jump to avoid the Tombstone Drop and following combo. If your foe jumps, use the Iron Leg when you land to knock your enemy out of the air.

After your opponent is wary of closing in on you, stand with your back to a stage hazard or danger zone. Get as close as you can to the danger and use Dairou's Stealthy Shadows teleport to change places with your opponent. When the teleport executes, go right into the Tombstone Drop and combo your opponent into the death trap or stage hazard.

Defensive Strategies

On defense, Dairou is as strong as he is on offense. Keep your distance, and your opponent will not be able to do anything offensively, aside from a teleport attack if one is available. If your opponent does anything other than a teleport attack, you can use the Tombstone Drop to combo, and go right back on the offensive. A smart opponent tries to fight Dairou at close range. If this happens, use the Tornado Spin or the Sweeping Trip to get your opponent to block and give you time to jump to your best attack range.

Off a parry or blocked unsafe attack, use the Iron Broom or Zong Tongs in Mi Zong style or the Upward Launcher from Autumn Dao style. All three attacks lead into combos and deal decent damage. After any of these combos, you will be free to jump back and start your offensive.

Best Match-Ups

Poking Characters

While some ranged characters can also hold their own at close range, they are at their best from a distance. Poking character types require close-range combat to chip away at their opponent's health and force an opening for a combo. When fighting against a ranged character, it's difficult for a poking character to inflict damage. The ranged character works to keep at a distance while the poking character tries to close the distance gap. In this battle over distance, the ranged character has a significant advantage.

Worst Match-Ups

Punisher Characters

Under most circumstances, the worst match-up for a ranged character type is another ranged character type. Dairou is one of the few exceptions. Because of a majority of Dairou's offense comes from across the screen, he has to stay at that range to be effective. Many punisher characters have some sort of punishing teleport attack. This kills Dairou, because the punishing character can stop him from using any of his projectile attacks, shutting down his offensive.

Even the jump back and Tombstone Drop tactic is hampered by a punisher with a teleport attack. When Dairou jumps back, the teleport attack knocks him out of the air.

Best Stages

To be at his best, Dairou needs room to jump away from his opponent and fight from a distance. He can also be deadly around a death trap, because his Stealthy Shadows teleport lets him switch places with the opponent. The best possible situation for Dairou is to fight in a stage that has a lot of room to move around, and a death trap. Fight in the Subway or the Bell Tower if you can. Dairou will also perform well in the Sky Temple, even though it's smaller than the Subway and Bell Tower stages.

Worst Stages

Smaller stages, where Dairou does not have room to jump back and get into his long-range offense, are difficult to fight on. Avoid the Wasteland, Rieko's War Room, Falling Cliffs, and Shao Kahn's Throne Room. These stages have little room in which to move around, and it will be difficult to use the Tombstone Drop and Stealthy Shadows properly.

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Darrius

Character Type: Ranged

Darrius is a terrorist in the Realm of Order. He is in a constant battle against the oppressive regime of the Seidan government. His ways of recruiting new warriors are unorthodox, but he gets the job done and his fight continues. He needs to steal the Declaration of Order to be successful in his goals. With the power gained from defeating Onaga, he will see an end to the Seidan government.

Character Rating

Offense: 8	Ground Kombat: 8
Defense: 7	Aerial Kombat: 7
Weapon: 6	Overall: 7

Goju Ryu Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Shotei
←+■	←+X	Long Arm Palm
↓+■	↓+X	Elbow to the Knee
▲	Y	Wind Cutter
→+▲	→+Y	Head Crusher
↓+▲	↓+Y	Monkey Uppercut
×	A	Chudan Mae Geri
←+×	←+A	Ankle Tapper
↑+×	↑+A	Defensive Sidekick
↓+×	↓+A	Spinning Trip
↓+●	↓+B	Scratching Heels
■,■	X,X	Dual Shotei
■,▲	X,Y	No Escape
●	B	Foot Stomp
■,●	X,B	Face Plant Stomp
→+▲,●	→+Y,B	Head Crusher
■,■,L2	X,X,L	Claw Switch
■,■,L2,▲	X,X,L,Y	Vicious Klaw
■,■,L2,▲,●	X,X,L,Y,B	Victory Is Close
■,■,L2,▲,●,●	X,X,L,Y,B,B	Time Stopper
■,■,L2,▲,●,●,●	X,X,L,Y,B,B,B	Monster Kombo

Goju Ryu Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Rain Drop
■	X	Onslaught
▲	Y	Spin Cycle
×	A	Big Blast Combo
■,■	X,X	Medium Hit
×,×	A,A	The Twist
■,■,■	X,X,X	Take Off
■,■,▲	X,X,Y	Power Spin
■,■,×	X,X,A	Twister
×,×,▲	A,A,Y	Fierce Power
■,■,●	X,X,B	Drop Down
×,×,×	A,A,A	Kickback
×,×,●	A,A,B	Bird Toss
■,■,×,▲	X,X,A,Y	Hurricane
■,■,×,×	X,X,A,A	Gravity Strikes
■,■,×,●	X,X,A,B	Over Head Air Toss

Gauntlets Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Talon Face Slash
←+■	←+X	Chest Slash
→+■	→+X	Chest Pain Elbow
↓+■	↓+X	Leg Poker
▲	Y	Forward Strike
←+▲	←+Y	Double Handed Strike
↓+▲	↓+Y	Smooth Uppercut
×	A	Upwards Hand Blade
←+×	←+A	Sweeping Gauntlet
↓+×	↓+A	Shin Kick
●	B	Rib Kick
↓+●	↓+B	Freaky Stun Kick
■,▲	X,Y	Power Glove
●,●	B,B	Kombat Control
■,▲,●	X,Y,B	Total Destruction
●,●,●	B,B,B	Quickness Legs
■,▲,●,●	X,Y,B,B	Kombat Mash
■,▲,●,●,●	X,Y,B,B,B	Sharp Feet

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Gauntlets Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Thrash Out
▲	Y	Bogie
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Rebel
×,×	A,A	Airborne Kick
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Spinning Attack
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Somersault
■,■,●	X,X,B	Flip Down
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Pincer Throw
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Zero Gravity

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Chiropractor
←,→+▲	←,→+Y	Tricky Blast
←,→+●	←,→+B	Twisty Kick
←,→+■	←,→+X	Chest Cruncher
↓,→+×	↓,→+A	Target Practice

Best Combos

Goju Ryu: No Escape, Monster Kombo (36% Damage)

Goju Ryu: No Escape, Wind Cutter, Face Plant Stomp (25% Damage)

Goju Ryu: No Escape, Twisty Kick (25% Damage)

Gauntlets: Upwards Hand Blade, Sharp Feet (33% Damage)
The second-to-last hit of this combo will not connect.

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Offensive Strategies

Darrius is unique in that while he's a ranged-type character, he has attributes of a punisher character type and a poking character type. In addition, unlike most ranged characters, Darrius is best at midrange, outside of sweep distance. From this range, you can use Target Practice as a quick low attack with good range and Chest Cruncher, if timed correctly, to evade almost any attack.

If you get into a close-range battle with your opponent, use the Head Crusher and Face Plant Stomp from Goju Ryu style as a nice poke. Both combo attacks push your opponent back, as long as the first hit in the combo is blocked. This makes both combos difficult for most characters to punish.

Defensive Strategies

On the defensive end, Darrius must use his offensive techniques to force his opponent back on the defensive. He doesn't have any defensive techniques; Darrius players never have to stop their offensive strategies. Back up to midrange and punish anything your opponent attempts to attack you with, using Target Practice or Chest Cruncher. From close range, block and counter-attack with Head Crusher or the Face Plant Stomp. It doesn't matter if the attack you blocked was safe; both combo attacks are safe and quick to execute.

After a parry or a blocked unsafe attack, use No Escape to drain about one-third of your opponent's health. You can also use Head Crusher or the Face Plant Stomp to knock your opponent back and give yourself time to retreat to your optimum range.

Best Match-Ups

Poking Characters

Under most circumstances, poking character types are easy for ranged characters to deal with. A poking character needs to be close, so the ranged character only has to maintain distance to dominate the match. Darrius takes this strategy to the next level by adding a solid poking game at close range. He has the advantage at a distance, and if the poking character gets in close, Darrius can poke right back on even ground.

Worst Match-Ups

Power Characters

Darrius is not a typical ranged character, which allows him to fight in a slightly unorthodox manner. This also means that, instead of having trouble with other ranged characters like most other ranged fighters, his worst match-ups are with power characters. Most of the primary attacks Darrius players should use are difficult to punish because they push the opponent back when blocked or should be used only as counterattacks. Unfortunately, most power characters have attacks that hit from a wider range than punishing characters have. These attacks are not safe, but one hit and Darrius loses half of his health bar.

Best Stages

Because Darrius is a midrange fighter, he can fight well in almost any stage. His best stages are those with a small fighting area and a death trap. Many of Darrius's midranged attacks knock his opponents into a death trap if they're close enough. Fight in the Armory, Falling Cliffs, Fire Well, Sky Temple, and Wasteland for the best chance at winning with Darrius.

Worst Stages

Unlike most other ranged characters, Darrius excels at midrange instead of maximum range. While this generally benefits Darrius, it hurts him in large stages with no death traps where the opponent can run from Darrius. Avoid fighting on the Pyramid of Argus, Botan Jungle, Arctika, Lin Kuei Palace, and Netherrealm Cliffs.

Drahmin

Character Type: Low Tier

The Oni Tormentor Drahmin resided in the Netherrealm's fifth plane for centuries. He accepted an offer from Quan Chi that would free him from the realm in exchange for his aid. However, Quan Chi betrayed him and his ally Moloch. Drahmin and Moloch formed a new alliance with Shang Tsung, and are out to seek revenge against Quan Chi for leaving them behind in the Netherrealm.

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Character Rating

Offense: 4	Ground Kombat: 3
Defense: 3	Aerial Kombat: 2
Weapon: 6	Overall: 3

Hung Gar Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Krusty Claws
←+■	←+X	Double Claw Strike
↓+■	↓+X	Leg Punch
▲	Y	Chameleon Palm
←+▲	←+Y	Razor Nails
↓+▲	↓+Y	Oni-Cut
×	A	Twisting Kick
←+×	←+A	Turning Low Foot
→+×	→+A	Quick Shin Kick
↓+×	↓+A	Low Kick
●	B	Twisting Sidekick
←+●	←+B	Roundhouse Sweep
↑+●	↑+B	Leaping Frog Legs
↓+●	↓+B	Wake The Dead Leg
■,■	X,X	Dragon's Scratch
■,■,←+■	X,X,←+X	Open Palm Fury
■,■,▲	X,X,Y	Chameleon Trap
■,■,●	X,X,B	Dreadful Things
■,▲,L2	X,Y,L	Iron Smack

Hung Gar Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Over Head Air Toss
■	X	Fallout
▲	Y	Airborne
×	A	Straight Up
■,■	X,X	Flying Kick
▲,▲	Y,Y	Power Slam
×,×	A,A	Straight Forward
■,■,■	X,X,X	Gravity Strike
■,■,▲	X,X,Y	Toss Ya!
■,■,×	X,X,A	Ending It Now
×,×,▲	A,A,Y	Grounded

Hung Gar Style Air Attacks (cont.)

PS2 Notation	Xbox Notation	Move
■,■,●	X,X,B	Air Death
×,×,×	A,A,A	Air Kick
×,×,●	A,A,B	Time to Hover

Iron Club Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Club Bunt
←+■	←+X	Bloody Bash
↓+■	↓+X	Ducking Gut Punch
▲	Y	Old Timer
←+▲	←+Y	Black Jack Strike
↓+▲	↓+Y	Rocket Launcher
×	A	Power Mummy
←+×	←+A	Leg Brusier
↓+×	↓+A	Abdominal Pain
●	B	Shoulder Chop
←+●	←+B	Psycho Power Swing
↓+●	↓+B	Ducking Snap Kick
■,■	X,X	Clubbing It
■,×	X,A	Iron Pain
■,■,■	X,X,X	Iron Fist
■,■,▲	X,X,Y	Klubbing Time
■,■,←+▲	X,X,←+Y	Stench of Decay
■,■,●	X,X,B	Krusty Skin

Iron Club Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Thrash Out
▲	Y	Bogie
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Rebel
×,×	A,A	Airborne Kick
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Spinning Attack
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Somersault
■,■,●	X,X,B	Flip Down

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Iron Club Style Air Attacks (cont.)		
PS2 Notation	**Xbox Notation**	**Move**
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Pincer Throw
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Zero Gravity

Special Moves		
PS2 Notation	**Xbox Notation**	**Move**
R2	BLK	Punching Bag
←,→+■	←,→+X	Ball-O-Flies
→,→+▲	→,→+Y	Propeller Clock
↓,←+■	↓,←+X	Rising Uppercut
←,→,↓+×	←,→,↓+A	Ground Smash

Best Combos

Hung Gar: Iron Smack, Klubbing Time (35% Damage)

Iron Club: Stench of Decay, Klubbing Time (34% Damage)

Iron Club: Punching Back, Klubbing Time (27% Damage)
You can perform this combo the same way from Hung Gar style.

Iron Club: Ground Smash, Klubbing Time (23% Damage)
You can perform this combo the same way from Hung Gar style.

Iron Club: Propeller Clock, Klubbing Time (23% Damage)
You can perform this combo the same way from Hung Gar style.

Offensive Strategies

Drahmin's best combos inflict less damage than that of almost any other character in the game. In addition, his punishing attacks are limited and produce minimal damage. All of Drahmin's special moves automatically change his fighting style to Iron Club. This means you'll have to continually change to Hung Gar to execute Drahmin's most damaging combo.

The positive aspects of Drahmin's offense are that he has the ability to attack from every distance. Opponents cannot block the Ground Smash and it knocks the opponent into the air for a combo. This attack can be used from maximum range, but you will not be close enough for a combo after the attack connects. From midrange, the Ground Smash allows you to follow up with a combo.

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Drahmin's Propeller Clock and Rising Uppercut are also midrange punishing attacks. The Propeller Clock allows Drahmin to follow up with a combo. The Rising Uppercut does not, but it executes faster than the Propeller Clock and has the ability to knock an opponent into a death trap or stage hazard. You can use both of these attacks at close range, but the preferred close-range punishing attack is the Punching Bag throw. Drahmin's most damaging combo initiates from this throw; make it your primary punishing tool at close range.

Defensive Strategies

On defense, you have two options with Drahmin; stick close to your opponent or get as far away as possible. If you stick close to your opponent, wait for an opening and use the Punching Bag throw and accompanying combo. If you opt to get as far away as possible and your opponent does not follow, use the Ground Smash. If the opponent attempts to jump toward you in an effort to avoid the Ground Smash, knock your foe out of the air with the Propeller Clock or Rising Uppercut.

At midrange, Drahmin can no longer be forced to play defense because his offensive and defensive strategies are the same at this distance. Wait for your opponent to miss an attack and punish with the Propeller Clock or Rising Uppercut. If you're baiting for a parry at this range, follow it up with the Iron Smack.

Best Match-Ups

Low Tier Characters

Unfortunately for low tier character types, they have a hard time fighting against every other character type. Other low tier character types are their best match-ups, because they are evenly matched. In a battle between low tier character types, the winner is the character who can wait the longest. Most low tier character types have few safe attacks, so whoever gets the first block or parry will be able to counterattack and inflict damage.

Worst Match-Ups

Power Characters

While low tier character types have a hard time against every other character type, they have the hardest time against power characters. A low tier character who is forced to attack can be punished only to a certain extent by most other character types, but a power character can inflict upward of 50 percent damage with one counter-attack. This can devastate a low tier character.

Best Stages

Drahmin has a difficult time inflicting damage at the same pace as the other characters. His best damage comes at close range, and he can knock opponents into death traps at close or midrange. To give Drahmin a slight boost, battle on small stages with death traps such as the Armory, Battle Arena, Evil Tower, Falling Cliffs, Sky Temple, and Wastelands.

Worst Stages

Large stages with no death traps give Drahmin no environmental assistance. It is easy for opponents to distance themselves from Drahmin, and he has no death traps to rely on for additional damage. Avoid fighting on Edenian Ruins, Pyramid of Argus, Botan Jungle, Arctika, Lin Kuei Palace, and Netherrealm Cliffs.

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Ermac

Character Type: Punisher

Ermac is the fusion of the souls of dead warriors created by Shao Kahn. After years of serving as one of Kahn's enforcers, Kenshi released Ermac from bondage. Free to choose his own destiny, Ermac teamed up with Liu Kang to assist in the battle against Onaga. Ermac is a powerful ally for the side of good.

Character Rating

Offense: 8	Ground Kombat: 8
Defense: 6	Aerial Kombat: 8
Weapon: 7	Overall: 8

Choy Lay Fut Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Tiger Claw
↑+■	↑+X	Sloping Ridgehand
→+■	→+X	Deadly Palm
↓+■	↓+X	Kneecap Strike
▲	Y	Rising Ridgehand
←+▲	←+Y	Ridged Knife Chop
↓+▲	↓+Y	Grasping Uppercut
←+×	←+A	Twin Fingers
↓+×	↓+A	Choy Lay Foot
●	B	Jermac Sidekick
←+●	←+B	Dragon's Tail
→+●	→+B	Sneak Kick
↓+●	↓+B	Whirling Demon
■,■	X,X	Nitro Strikes
■,↑+■	X,↑+X	Strong Mule
■,■,▲	X,X,Y	Grasping Fingers
■,■,←+▲	X,X,←+Y	Carving the Way
■,■,×	X,X,A	Twin Ox
■,■,●	X,X,B	Bloody Master
■,■,▲,L2	X,X,Y,L	Buzzsaw
×	A	Mid Attack

Choy Lay Fut Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Dead Meat
■	X	Cyclone
▲	Y	Blue Sky
×	A	Hovering Strike
■,■	X,X	Jab Me
×,×	A,A	Air Waves
■,■,■	X,X,X	Take It
■,■,▲	X,X,Y	Red Sky
■,■,×	X,X,A	Wavelength
■,■,●	X,X,B	Fallen Hero

Axe Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Overhead Slice
←+■	←+X	Whirling Blade
→+■	→+X	Sideways Cut
↓+■	↓+X	Power Jab
▲	Y	Horizontal Slash
←+▲	←+Y	Windy Axe
↑+▲	↑+Y	Slice You in Two
↓+▲	↓+Y	Unresting Axe
×	A	Stomach Mash
←+×	←+A	Low Slasher
↑+×	↑+A	Pelvis Cut
↓+×	↓+A	Foot Slice
↓+●	↓+B	Ankle Slicer
■,×	X,A	Slice and Attack
■,×,●	X,A,B	Quick Fist
■,×,●,●	X,A,B,B	Tricky Heels
■,×,●,●,●	X,A,B,B,B	Shadow Tricks
●	B	Quick Punch
●,●,●	B,B,B	Fast Hands

Axe Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Thrash Out
▲	Y	Bogie
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Rebel

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Axe Style Air Attacks (cont.)

PS2 Notation	Xbox Notation	Move
×,×	A,A	Airborne Kick
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Spinning Attack
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Somersault
■,■,●	X,X,B	Flip Down
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Pincer Throw
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Zero Gravity

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Set and Spike
↓,↑+×	↓,↑+A	Mystic Float
↓+×	↓+A	Mystic Bomb (during Mystic Float)
→+×	→+A	Dive Kick (during Mystic Float)
→,←+▲	→,←+Y	Telekinetic Throw
↓,←+■	↓,←+X	Hado-Energy
←,↓,←+●	←,↓,←+B	Tele-Kinetic Slam

Best Combos

Choy Lay Fut: Tele-Kinetic Slam, Buzzsaw (31% Damage)

Choy Lay Fut: Carving the Way, Buzzsaw (28% Damage)

Choy Lay Fut: Carving the Way, Ridged Knife Chop, Tele-Kinetic Slam, Buzzsaw (28% Damage)

Choy Lay Fut: Carving the Way, Ridged Knife Chop, Air Waves, Fallen Hero (24% Damage)

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Axe: Slice You in Two, Slice You in Two, Change Fighting Style, Buzzsaw (24% Damage)

Axe: Slice You in Two, Shadow Tricks (27% Damage)

Offensive Strategies

Ermac is a beast when it comes to punishing almost any kind of attack. He's not as good at long-range fighting as some of the other punisher-type characters, but he handles almost every other range with near perfection. Punish blocked attacks up close with his Carving the Way attack, which leads into good combos. At midrange you can punish with the Telekinetic Throw to toss your opponent to the opposite side and set your foe up for a death trap or stage hazard. If you don't need to change sides, use the Tele-Kinetic Slam to lay the damage on thick.

To round out Ermac's punishment game, use the Dragon's Tail, Whirling Demon, and Low Slasher to keep your opponent alert. If you get a little distance between you and the opponent, use the Mystic Float as bait for a Mystic Bomb or Dive Kick. This works only if your opponent does not have a teleport attack, so use it carefully.

Defensive Strategies

While Ermac doesn't excel at defense, he does have defensive tools to frustrate an opponent. Opponents have to be careful and always on the move on the offensive against Ermac. If a foe stops moving at any point, stop the offense with a well-timed Telekinetic Throw or Tele-Kinetic Slam.

If you're fighting an opponent that's good from a distance, you may have trouble using Ermac. Get close enough to use your Telekinetic attacks if you want to stand a chance against these opponents. After you're within range, you can force your opponent to be careful with attacks, which will lead to an opening for you to go on the offensive, where Ermac belongs.

Best Match-Ups

Low Tier Characters

Punisher character types rely on the mistakes of their opponents to punish and inflict damage. One mistake from a punisher character's opponent and one-third of the health bar is gone. Low tier character types have few safe attacks, if any. If almost any of a low tier character's attacks are blocked, a punisher character can inflict a good amount of damage. Low tier characters have a low win ratio against punisher-type characters.

Worst Match-Ups

Poking Characters

Most punisher character types have trouble inflicting damage on opponents who play it safe. Most punisher attacks are built around countering blocked and missed attacks, and if you remove these two counterattack options, punishers don't have much left on which to rely. This is the primary reason poking character types give punishers a hard time. The focus of a poking character is to play safely, using quick poking attacks. They also excel at close-range fighting, where missed attacks happen less frequently. This limits the offensive options available to punisher character types.

Best Stages

Since Ermac is not good at long-range fighting, you want to stay on stages that don't allow for a lot of movement and backing away. Many of Ermac's special moves throw

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the opponent around, making it easy to toss an opponent into a death trap or stage hazard. Select stages that take advantage of these strengths. These stages include the Armory, Battle Arena, Bell Tower, Evil Tower, Fire Well, Lumber Mill, Meteor Storm, Tekunin Prison, Reptile's Lair, Wasteland, and Outworld Spire.

Worst Stages

After an opponent gets out of Ermac's attack range, you're in trouble. This also relates to stage selection, as arenas that allow your opponent to back up a great deal are bad for Ermac. To win against a ranged fighter, stay away from stages that have a lot of open space and no death traps or stage hazards. The stages to avoid are Goro's Lair, Hell, Pyramid of Argus, Arctika, Netherrealm Cliffs, and Edenian Ruins.

Frost

Character Type: Ranged

When Sub-Zero became Grand Master of the Lin Kuei, he held a tournament to recruit the best of the best as new members. Frost won this tournament, showing freezing abilities similar to Sub-Zero's. The Grand Master took it upon himself to train the new member of the Lin Kuei, and Frost became an integral part of the deadly alliance's destruction. Soon after, Frost betrayed Sub-Zero and took his Dragon Medallion. Lacking the strength and discipline to control the medallion's immense power, she was consumed by her freezing ability. Frost awoke in a frozen tomb with a vengeance for Sub-Zero.

Character Rating

Offense: 7	Ground Kombat: 7
Defense: 7	Aerial Kombat: 6
Weapon: 6	Overall: 7

Tong Bei Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Cold Strike
←+■	←+X	Spinning Fist
↑+■	↑+X	Icy Over Hit
↓+■	↓+X	Ducking Punch
▲	Y	Crushing Hands
↓+▲	↓+Y	Uppercut
×	A	Icy Crane
←+×	←+A	Icy Trip
↓+×	↓+A	Low Flesh Kick
●	B	Freezing Boots
←+●	←+B	Dancing Queen
↑+●	↑+B	Frost Toes
↓+●	↓+B	Creeping Toes
■,■	X,X	Fast Leo Paws
■,▲	X,Y	Falling Strike
▲,▲	Y,Y	Head Bruiser
▲,×	Y,A	Icy Snap
▲,●	Y,B	Ice Pick
■,■,■	X,X,X	Face Strikers
■,■,▲	X,X,Y	Corkscrew Blow
■,■,←+▲	X,X,←+Y	Ice Crusher
■,■,▲,▲	X,X,Y,Y	Icy Maul
■,■,▲,↑+●	X,X,Y,↑+B	Northern Lights
■,■,▲,L2	X,X,Y,L	Stopped Cold

Tong Bei Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Flip Throw
■	X	War Cry
▲	Y	Smash Down
×	A	Gut Kick
■,■	X,X	Downward Swat
■,■,■	X,X,X	Downward End
■,■,▲	X,X,Y	Swipe
■,■,×	X,X,A	Hovering Kick
×,×,■	A,A,X	Swat Team
×,×,▲	A,A,Y	Power Down
■,■,●	X,X,B	Crashing Wind
×,×,×	A,A,A	Spinning Wheels

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Tong Bei Style Air Attacks (cont.)

PS2 Notation	Xbox Notation	Move
×,×,●	A,A,B	End Times
×,×,■,■	A,A,X,X	Downtime
■,■,×,×	X,X,A,A	Pinwheel
■,■,×,●	X,X,A,B	Bounceback
×,×,■,●	A,A,X,B	This is the End

Daggers Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Frosty Stab
→+■	→+X	Ice Sting
↓+■	↓+X	Killah Spikes
▲	Y	Upward Slash
←+▲	←+Y	Backhand Smack
↓+▲	↓+Y	Shin Stab
×	A	Forward Stab
←+×	←+A	Twin Ice Dragons
↓+×	↓+A	Frost Bitten
●	B	Power Kick
↓+●	↓+B	Upward Dagger
■,■	X,X	Shards of Pain
▲,←+▲	Y,←+Y	Spinning Hilt
▲,×	Y,A	Up and Down
■,■,■	X,X,X	Frozen Tips
■,■,▲	X,X,Y	Vertical Slice

Daggers Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick
■,■,●	X,X,B	Shove It
×,×,×	A,A,A	Barrel Roll
×,×,●	A,A,B	Downward Spiral

Daggers Style Air Attacks (cont.)

PS2 Notation	Xbox Notation	Move
×,×,■,■	A,A,X,X	It's All Over
■,■,×,×	X,X,A,A	Air Barrel
×,×,■,▲	A,A,X,Y	Back in Action
■,■,×,●	X,X,A,B	Boot Slam
×,×,■,●	A,A,X,B	Zero G

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Arctic Touch Grab
↓,←+×	↓,←+A	Ground Freeze
↓,→+●	↓,→+B	Frosty Slide
↓,←+●	↓,←+B	Teleporting Uppercut
↓,←+■	↓,←+X	Ice Puddle

Best Combos

Tong Bei: Teleporting Uppercut, Stopped Cold (27% Damage)

Tong Bei: Icy Over Hit, Stopped Cold (29% Damage)

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Daggers: Teleporting Uppercut, Teleporting Uppercut, Low Foot Stab (30% Damage)

Daggers: Teleporting Uppercut, Teleporting Uppercut, Spinning Hilt (24% Damage)

Offensive Strategies

Frost has a lot of weapons at her disposal, and they work from all ranges. From across the screen at maximum range, use the Ground Freeze and Teleporting Uppercut to punish any opponent who tries to attack. The Ground Freeze hits low and can catch opponents off guard. If the Ground Freeze hits, follow it up with the Teleporting Uppercut and a combo for decent damage.

At midrange, you can punish with the Ground Freeze and the Teleporting Uppercut, and you can add the Ice Puddle and Frosty Slide to your repertoire. Opponents cannot block the Ice Puddle, so they have to either sidestep or jump to evade it. The Frosty Slide is quick and hits the opponent low.

Frost is at her best when she's fighting from midrange and beyond, but if the opponent closes in, many of your punishing tools are still effective. It's harder to punish with the Teleporting Uppercut and Ground Freeze, because both are suited for long-range punishment, but they can still be useful at close range. If you anticipate an attack, use the Teleporting Uppercut preemptively. The Ice Puddle also works from close range, but if you're too close, the puddle lands behind the opponent. This works in your favor if the opponent backs up, but if your foe remains stationary, Frost is vulnerable to attack.

Defensive Strategies

Frost never has to play defense. If the opponent tries to attack and misses, she can punish them a number of different ways. From midrange, if an opponent stops attacking for any amount of time, the Ground Freeze or Ice Puddle puts the foe back on the defensive. If she blocks any attacks that are not safe, she can punish with the Icy Over Hit or Twin Ice Dragons from close range. Both of these attacks lead to good damage and you can use them after a successful parry. If, by chance, the opponent corners Frost near a death trap or stage hazard, Frosty Slide and Teleporting Uppercut are good ways to reverse the situation.

Best Match-Ups

Low Tier Characters

Punisher character types rely on the mistakes of their opponents to punish and inflict damage. One mistake, and one-third of an opponent's health bar is gone. Low tier character types have few safe attacks, if any. If almost any of their attacks are blocked, punisher characters can inflict a good amount of damage. Low tier characters have a low win ratio against punisher characters.

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Worst Match-Ups

Poking Characters

Most punisher character types have trouble inflicting damage on opponents who play it safe. Most of their attacks are built around countering blocked and missed attacks, and if you remove these two counterattack options, punishers don't have much left to rely on. This is the primary reason poking character types give punishers a hard time. The focus of a poking character is to play safely, using quick poking attacks. They also excel at close-range fighting, where missed attacks happen less frequently. This limits the offensive options available to punisher characters.

Best Stages

Frost can fight well from any distance, but she excels at fighting from midrange and beyond. While she is a well-rounded character, she lacks punishing attacks that will knock an opponent into a death trap. Stages that take best advantage of Frost's abilities are large stages without death traps. Fight on the Pyramid of Argus, Botan Jungle, Arctika, Lin Kuei Palace, Netherrealm Cliffs, and Edenian Ruins to give Frost a big advantage.

Worst Stages

Frost is a versatile character, but there are a few stages that she should avoid. Frost can fight well at close range, but her preferred distance is mid- or long range. While she struggles to take advantage of death traps, she can easily evade them. Avoid fighting on small stages without death traps, like Chamber of Daegon, Meteor Storm, Reptile's Lair, Soul Chamber, Reiko's War Room, and Shao Kahn's Throne Room.

Fujin

Character Type: Low Tier

Fujin was once known as the Earthen God of Wind and assisted Raiden in defeating Shinnok. After they defeated Shinnok, Fujin took over for Raiden as Earth's protector. Raiden took a new position as an Elder God and Fujin has been quiet since that time. He has now reappeared in the final battle to prevent Armageddon.

Character Rating

Offense: 4	Ground Kombat: 5
Defense: 5	Aerial Kombat: 4
Weapon: 5	Overall: 4

Lui He Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Fast Hands
↓+■	↓+X	Leg Punch
▲	Y	Jolt of Pain
↓+▲	↓+Y	Uppercut
×	A	Stomach Krunch
←+×	←+A	Fury Leg
↓+×	↓+A	Low Kick
●	B	Spawn of Doom
↓+●	↓+B	Wake the Dead Leg
■,■	X,X	Lighting Speed
×,×	A,A	Psycho Stories
●,●	B,B	Foot Patrol
■,■,■	X,X,X	Rattle It Up
■,■,×	X,X,A	Play Dead
■,■,←+×	X,X,←+A	West Side
■,■,×,×	X,X,A,A	Blitz Rush
■,■,×,L2	X,X,A,L	Windgod Power

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Lui He Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Rain Drop
■	X	Onslaught
▲	Y	Spin Cycle
×	A	Big Blast Combo
■,■	X,X	Medium Hit
×,×	A,A	The Twist
■,■,■	X,X,X	Take Off
■,■,▲	X,X,Y	Power Spin
■,■,×	X,X,A	Twister
×,×,▲	A,A,Y	Fierce Power
■,■,●	X,X,B	Drop Down
×,×,×	A,A,A	Kickback
×,×,●	A,A,B	Bird Toss
■,■,×,▲	X,X,A,Y	Hurricane
■,■,×,×	X,X,A,A	Gravity Strikes
■,■,×,●	X,X,A,B	Over Head Air Toss

Devastator Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Stomach Slash
↓+■	↓+X	Ducking Mid Slash
▲	Y	Chest Slash
▲,▲	Y,Y	Devastator
↑+▲	↑+Y	Devastator Pain
↓+▲	↓+Y	Devastator Uppercut
×	A	Down the Middle
←+×	←+A	Leg Trip
↓+×	↓+A	Reaching Low Hit
●	B	Spinning Point
↓+●	↓+B	Ankle Slash
▲,▲	Y,Y	Heavy Slashes
×,×	A,A	Batters Up
▲,▲,■	Y,Y,X	Vicious Circle
▲,▲,×	Y,Y,A	3-Hit Chain of Death
▲,▲,●	Y,Y,B	Spinning Death
▲,▲,×,×	Y,Y,A,A	Fujin's Pain

Devastator Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Thrash Out
▲	Y	Bogie
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Rebel
×,×	A,A	Airborne Kick
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Spinning Attack
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Somersault
■,■,●	X,X,B	Flip Down
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Pincer Throw
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Zero Gravity

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Windgod Throw
↓+×	↓+↖	Wind Kick (in air)
↓,↑+▲	↓,↑+Y	Air Funnel
↓,←+●	↓,←+B	Gusting Cyclone
↓,→+■	↓,→+X	Tornado Wind

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Best Combos

Lui He: Tornado Wind, Windgod Power (32% Damage)

Lui He: Jolt of Pain, Windgod Power (27% Damage)

Devastator: Devastator Pain, Fujin's Pain (28% Damage)

Devastator: Tornado Wind, Devastator Pain, Fujin's Pain (31% Damage)

Offensive Strategies

When playing as Fujin, you'll work hard to inflict damage. He doesn't have any safe attacks in either fighting style, and while he could be classified as a punishing or ranged character type, both his punishing and ranged attacks have limited usefulness.

To get any kind of offensive momentum going with Fujin, stay at midrange or farther out and hope that your opponent makes a mistake. The Air Funnel and Tornado Wind are good punishing attacks at midrange, but both are unsafe if your opponent evades them. The Wind Kick is also a good anti-air attack if your opponent jumps at you, but you have to be in the air to use it, so the opportunities to use it will be scarce.

If you get in close, Fujin has a decent mix-up between West Side and Windgod Power. You can substitute Psycho Stories or Jolt of Pain for Windgod Power, but Windgod Power works best for this mix-up. It won't inflict a lot of damage, but it can help you get back to midrange and chip away at your opponent's health.

Defensive Strategies

Fujin's defense is slightly better than his offense. Stay in the Devastator fighting style, and keep your distance. From under midrange, the Leg Trip and Ankle Slash work well as low pokes against an opponent. If your opponent misses an attack, you can also punish from this range with the Tornado Wind or Air Funnel and get back on the offensive.

If you get stuck at close range, use the mix-up between West Side and Windgod Power to push your opponent back and regroup your offense. You can also use Windgod Power or Jolt of Pain after a parry or blocked unsafe attack.

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Best Match-Ups

Low Tier Characters

Unfortunately for low tier character types, they have a hard time fighting against every other character type. Other low tier character types are their best match-ups, because they are evenly matched. In a battle between low tier character types, the winner is the character who can wait the longest. Most low tier character types have few safe attacks, so whoever gets the first block or parry can counterattack and inflict damage.

Worst Match-Ups

Power Characters

While low tier character types have a hard time against every other character type, they have the hardest time against power characters. A low tier character who is forced to attack can be punished only to a certain extent by most other character types. But a power character can inflict upward of 50 percent damage with one counter-attack. This can devastate a low tier character.

Best Stages

Fujin is best at midrange and has a decent mix-up when he's forced into close-range combat, so the size of the stage doesn't affect his fighting ability. He has a hard time inflicting damage, though. His most damaging combo can only be used as a punishing tool. Fight on stages that are small and feature a death trap, so that Fujin has a good chance of killing his opponent with one attack. Fight on the Falling Cliffs stageEMit's the smallest and has a death trap. The Armory, Battle Arena, Sky Temple, and Wasteland are also good choices for Fujin.

Worst Stages

Large stages with no death trap hurt Fujin in the long run. He doesn't have many attacks that inflict a great deal of damage, and if his opponent is constantly on the move it will be difficult for Fujin to inflict damage. Avoid the Pyramid of Argus, Botan Jungle, Arctika, Lin Kuei Palace, and Netherrealm Cliffs.

Goro

Character Type: Ranged

Once the proud underling of Shang Tsung, Goro was defeated at the hands of Liu Kang. Goro's Shokan warriors allied with Kitana in an attempt to remove Shao Kahn from power. Goro fought alongside them, but was defeated by Noob Saibot in the last battle. Shao Kahn found him near death and used the last of his power to revive him. The two have now allied together in an effort to remove Onaga from power.

Character Rating

Offense: 7	Ground Kombat: 5
Defense: 7	Aerial Kombat: 7
Weapon: 6	Overall: 7

Shokan Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Shokan Jab
←+■	←+X	Vicious Swing
↑+■	↑+X	Face Flat
↓+■	↓+X	Low Punch
▲	Y	Center Chop
←+▲	←+Y	Angry Slap
↓+▲	↓+Y	Uppercut Slap
×	A	Chest Stomp
←+×	←+A	Low Shokan Kick
↓+×	↓+A	Low Creeping Kick
●	B	Pain Giver
↓+●	↓+B	Long Reach Poke
■,■	X,X	Quick Death
■,▲	X,Y	Killer Slap
▲,×	Y,A	Stomp You
■,●	X,B	Goro's Pain
■,■,×	X,X,A	Gripping Death
■,▲,L2	X,Y,L	King of Shokans

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Dragon Fangs Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Chest Slash
←+■	←+X	Face Slash
↑+■	↑+X	Upward Cut
↓+■	↓+X	Low Thigh Cut
▲	Y	Quick Stomach Strike
↑+▲	↑+Y	4arm Lifter
↓+▲	↓+Y	Uppercut
×	A	Face Knocker
←+×	←+A	Low Arm Swing
→+×	→+A	Knockdown Slap
↓+×	↓+A	Low Tap
●	B	Chin Stun
→+●	→+B	Power Slap
↓+●	↓+B	Low Stun Kick
▲,▲	Y,Y	Stomach Punches
●,×	B,A	Face Crusher
▲,▲,■	Y,Y,X	Flurry Claws
▲,▲,●	Y,Y,B	Hands of Fury

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Four Armed Price
↓,←+■	↓,←+X	Ultimate Force
↓,→+▲	↓,→+Y	Spinning Slaps
↑,↓+×	↑,↓+A	Tremor Pound
↓,↑+×	↓,↑+A	Leaping Stomp

Best Combos

Shokan: Killer Slap, Vicious Swing, Gripping Death (34% Damage)

Shokan: Tremor Pound, Vicious Swing, Gripping Death (29% Damage)

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Dragon Fangs: Face Slash, Face Slash, Face Crusher (35% Damage)

Dragon Fangs: Tremor Pound, Face Slash, Face Crusher (27% Damage)

Offensive Strategies

Goro is a former sub-boss, but he has lost much of the power he once had. His most damaging combo inflicts only 35 percent damage. In addition, he's now a ranged character, having to rely on distance to be most effective on offense. If you have the patience to wait out your opponent, you are a skilled Goro player.

Stay in the Dragon Fangs style and back as far as you can when fighting with Goro. His Tremor Pound is unblockable, and will connect from anywhere on the screen. After a successful Tremor Pound, you can follow it up with a 35 percent damage combo. The only way your opponent can escape the Tremor Pound is by jumping. When your opponent uses this tactic, counter with the Leaping Stomp or Ultimate Force to knock your foe out of the air.

Defensive Strategies

On defense, stay away from your opponent. Up close, Goro has few tools with which to work. Up close, you can use Goro's Four Armed Price throw, which inflicts 18 percent damageEMmore than most other throw attacks in the game. If you can't get distance between you and your opponent, stay around midrange and bait for a parry. Goro's attacks have long reach and he can punish well from this range, should your opponent make a mistake.

Use the Dragon Fangs style on defense, and if you can land a parry, use the Face Slash and following combo to inflict a good amount of damage. Goro takes less damage per hit, can't be thrown by normal characters and cannot be knocked down by special moves due to his natural defensive abilities as a boss character.

Best Match-Ups

Poking Characters

Some ranged characters can hold their own at close range, but most are at their best from a distance. Poking characters require close-range combat to chip away at their opponent's health and force an opening for a combo. It's difficult for a poking character to inflict damage against a ranged character. The ranged character works to keep at a distance, while the poking character tries to close the gap. In this battle over distance, the ranged character has a significant advantage.

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Worst Match-Ups

Ranged Characters

The only character types that excel at ranged combat are other ranged character types. This makes every match-up between two ranged character types a difficult battle. Both characters keep a distance from the other, allowing each other their best attack range. This means that in a ranged-vs.-ranged battle, both characters are using their best attacks from their ideal fighting distance. The winner is determined by the player's skill, not the type of character the player uses.

Best Stages

Goro needs range to set up his offense. He has a difficult time if he's forced to fight in close quarters. Good stages for Goro to fight on are any that have a lot of room to move around, and no death traps. Goro needs freedom of movement and no death traps so he can move around within the stage. The Pyramid of Argus, Botan Jungle, Arctika, Lin Kuei Palace, Netherrealm Cliffs, and Edenian Ruins give Goro the best chance of winning.

Worst Stages

When fighting up close, Goro has a difficult time trying to work up any kind of offensive momentum. Stages that are small and have a death trap make it difficult for Goro to do anything on the offensive end. Watch out for the Battle Arena, Armory, Evil Tower, Falling Cliffs, Lumber Mill, Sky Temple, and Wasteland.

Havik

Character Type: Punisher

A denizen of Chaosrealm, Havik despises order and sees it as a threat. His mission is to create mayhem and further unravel the fabric of life. He will also destroy anyone who seeks to control others. Havik led the allied heroes to the Dragon King's location.

Character Rating

Offense: 6	Ground Kombat: 6
Defense: 7	Aerial Kombat: 3
Weapon: 7	Overall: 6

Tang Soo Do Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Open Palm
←+■	←+X	Downward Elbow
↓+■	↓+X	Knee Chop
▲	Y	Forward Open Palm
→+▲	→+Y	Hard Fist
↓+▲	↓+Y	Power Uppercut
×	A	Front Ball Kick
←+×	←+A	Spinning Sidekick
→+×	→+A	Inside Crescent Kick
↓+×	↓+↖	Low Parallel Kick
●	B	Knife Hook
↓+●	↓+B	Low Foot Strike
■,■	X,X	Tango
▲,▲	Y,Y	Face Breaker
←+■,×	←+X,A	Head Knocker
▲,×	Y,A	Flood Plant
×,×	A,A	Hero of Pain
←+■,●	←+X,B	Time Stopper
■,■,■	X,X,X	Rushing Palm
■,■,▲	X,X,Y	Open Palms
■,■,×	X,X,A	Skull Warrior
←+■,×,×	←+X,A,A	Elbow Pain
▲,×,●	Y,A,B	Triple Air
■,■,▲,▲	X,X,Y,Y	Burning Flesh
■,■,▲,→+▲	X,X,Y,→+Y	Nightfall
■,■,▲,×	X,X,Y,A	Gloomy Road
■,■,×,×	X,X,A,A	Vile Habit
■,■,▲,×,●	X,X,Y,A,B	Decaying Guard
■,■,▲,L2	X,X,Y,L	Rotting Spike

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Tang Soo Do Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Over Head Air Toss
■	X	Ambush
▲	Y	Danger Swipe
×	A	Psycho Spin
■,■	X,X	Downward Swat
×,×	A,A	Tornado Twist
■,■,■	X,X,X	Take Off
■,■,▲	X,X,Y	Tear Down
■,■,×	X,X,A	Monsoon
×,×,■	A,A,X	Down Slash
■,■,●	X,X,B	Whipcrack
×,×,▲	A,A,Y	Flying Human
×,×,×	A,A,A	Air Sails
×,×,●	A,A,B	Flicker
■,■,×,▲	X,X,A,Y	Throwdown
×,×,■,■	A,A,X,X	Splashdown
■,■,×,×	X,X,A,A	Sailing Away
■,■,×,●	X,X,A,B	Whiplasher
×,×,■,●	A,A,X,B	Sinking Hero

Morning Star Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Iron Swing
←+■	←+X	Knock-Down
→+■	→+X	Stomach Stab
↓+■	↓+X	Knee Punch
▲	Y	Finger Jab
←+▲	←+Y	Uplifting Mace
↓+▲	↓+Y	Upward Mace
×	A	Downwards Spike
←+×	←+A	Two Handed Swing
↑+×	↑+A	Spikes to the Thighs
↓+×	↓+A	Toe Bash
●	B	Hip Takeout
→+●	→+B	Rib Slap
↓+●	↓+B	Shin Swipe
▲,▲	Y,Y	Basic Steps
▲,▲,▲	Y,Y,Y	Fast Fists

Morning Star Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick
■,■,●	X,X,B	Shove It
×,×,×	A,A,A	Barrel Roll
×,×,●	A,A,B	Downward Spiral
×,×,■,■	A,A,X,X	It's All Over
■,■,×,×	X,X,A,A	Air Barrel
×,×,■,▲	A,A,X,Y	Back in Action
■,■,×,●	X,X,A,B	Boot Slam
×,×,■,●	A,A,X,B	Zero G

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Chaos Axe Kick
↓,←+■	↓,←+X	Torso Spin
←,↓+■	←,↓+X	Diving Corpse
←,→+×	←,→+A	Crackling Legs Projectile
←,→+▲	←,→+Y	Head Snap
→,←+●	→,←+B	Corpse Taunt

Best Combos

Tang Soo Do: Chaos Axe Kick, Nightfall (30% Damage)

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Tang Soo Do: Rotting Spike, Change Fighting Style, Nightfall (22% Damage). Rotting Spike changes fighting styles automatically. You must change back to Tang Soo Do before continuing with the rest of the combo.

Morning Star: Uplifting Mace, Change Fighting Style, Nightfall (35% Damage)

Morning Star: Uplifting Mace, Uplifting Mace, Torso Spin (31% Damage)

Offensive Strategies

Havik is not an easy character with which to win. He's not the worst character in the game, but he comes up short compared to many of the other punisher characters. His best punishing attack is at close range with his Chaos Axe Kick throw, which is one of the few throws in the game that knocks the opponent into the air. Havik can inflict 30 percent damage from one throw. After blocking any high or mid attack at close range, Havik can drain one-third of the opponent's health.

From midrange, Havik can punish missed attacks with the Torso Spin, which also knocks opponents into stage hazards and death traps. The Diving Corpse is also a good midrange punishing tool that hits low and catches the opponent off guard. This is also the case with the Crackling Legs Projectile, which hits low and can be used from long or midrange.

Defensive Strategies

Havik's defense should mimic his offense. Stay up close to punish with the Chaos Axe Kick throw in Tang Soo Do style or the Uplifting Mace in Morning Star style. You can also use these attacks after a successful parry. At midrange, use the Diving Corpse to duck under high attacks and projectiles to limit the opponent's offensive options.

If your health drops to 50 percent or less, jump to the opposite side of the screen using the Head Snap, followed by the Corpse Taunt. These tauntlike moves replenish some of Havik's health. Other characters have taunts like this, but using both of Havik's taunts replenishes 20 percent of his health, more than the other taunts in the game.

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Best Match-Ups

Low Tier Characters

Punisher character types rely on the mistakes of their opponents to punish and inflict damage. One mistake, and one-third of an opponent's health bar is gone. Low tier character types have few safe attacks. If any of their attacks are blocked, punisher characters can inflict a good amount of damage. Low tier characters have a low win ratio against punisher type characters.

Worst Match-Ups

Poking Characters

Most punisher character types have trouble inflicting damage on opponents who play it safe. Most of their attacks are built around countering blocked and missed attacks, and if you remove these two counterattack options, punishers don't have much left on which to rely. This is the primary reason poking character types give punishers a hard time. The focus of a poking character is to play safely, using quick poking attacks. They also excel at close-range fighting, where missed attacks happen less frequently. This limits the offensive options available to punisher character types.

Best Stages

Havik needs the ability to move freely from close to long range so he can use his taunts to replenish health and get the most damage out of his punishing attacks. In addition, the Torso Spin knocks opponents into nearby death traps. This makes Havik best suited for large stages that feature death traps. To give Havik the environmental advantage, fight on Bell Tower, Subway, and Hell's Foundry.

Worst Stages

On small stages with no death traps, Havik has a difficult time using his taunts to replenish health. He also has no way to quickly kill an opponent. Avoid fighting on Meteor Storm, Reptile's Lair, Soul Chamber, Reiko's War Room, Chamber of Daegon, and Shao Kahn's Throne Room.

Hotaru

Character Type: Punisher

A hero from the Realm of Order, Hotaru has allied himself with the Dragon King, Onaga, to bring order to Outworld. Baraka's Tarkatan militia informed Hotaru that Sub-Zero had been causing trouble and needed to be taken care of. Hotaru set off on a mission to capture Sub-Zero and bring him before Onaga for punishment.

Character Rating

Offense: 7	Ground Kombat: 7
Defense: 7	Aerial Kombat: 6
Weapon: 3	Overall: 7

Pi Gua Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Ridge Hand
←+■	←+X	Knife Hand Chop
↑+■	↑+X	Swing Chop
↓+■	↓+X	Low Hand Chop
▲	Y	Spear Hand Strike
←+▲	←+Y	Spearhand Sweep
→+▲	→+Y	Wing Chop
↓+▲	↓+Y	Sharp Uppercut
×	A	Stepping Heel Kick
←+×	←+A	Low Shin Kick
↓+×	↓+A	Pointy Toe Strike
●	B	Power Heel Kick
↓+●	↓+B	Low Spin Kick
▲,←+■	Y,←+X	Sliding Hands
▲,▲	Y,Y	Chop Chop
▲,▲,■	Y,Y,X	Rushing Ridge Hand
▲,▲,↑+■	Y,Y,↑+X	Rain From Above
▲,▲,×	Y,Y,A	Falling Tree
▲,▲,●	Y,Y,B	Good Order
▲,▲,L2	Y,Y,L	Rolling Heels

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Pi Gua Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Over Head Air Toss
■	X	Fallout
▲	Y	Airborne
×	A	Straight Up
■,■	X,X	Flying Kick
▲,▲	Y,Y	Power Slam
×,×	A,A	Straight Forward
■,■,■	X,X,X	Gravity Strike
■,■,▲	X,X,Y	Toss Ya!
■,■,×	X,X,A	Ending It Now
×,×,▲	A,A,Y	Grounded
■,■,●	X,X,B	Air Death
×,×,×	A,A,A	Air Kick
×,×,●	A,A,B	Time To Hover

Naginata Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Face Cutter
←+■	←+X	Raging Uproar
↓+■	↓+X	Blunt End
▲	Y	Stomach Slash
←+▲	←+Y	Leg Takeout
↑+▲	↑+Y	Razor Spin
↓+▲	↓+Y	Diamond Cutter
×	A	Face Poker
←+×	←+A	Long Hilt
↑+×	↑+A	Hot End
↓+×	↓+A	Shin Splitter
●	B	Power Kick
←+●	←+B	Cartwheel Pain
↓+●	↓+B	Sharp End
■,■	X,X	Samurai Spirit
■,←+■	X,←+X	Royal Guard
■,■,↑+▲	X,X,↑+Y	Honor Guard
■,■,●	X,X,B	7th Death Dealer
■,■,←+●	X,X,←+B	Demonic Warrior

Naginata Style Air Attacks

PS2 Notation	Xbox Notation	Move
L2	X	Thrash Out
▲	Y	Bogie
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Rebel
×,×	A,A	Airborne Kick
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Spinning Attack
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Somersault
■,■,●	X,X,B	Flip Down
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Pincer Throw
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Zero Gravity

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Bouncer
→,→+●	→,→+B	Grasshopper
←,→+■	←,→+X	Fury Punch and Escape
←,→+▲	←,→+Y	Quick Tricks
↓,←+■	↓,←+X	Lava Burst

Best Combos

Pi Gua: Sliding Hands, Rain From Above (35% Damage)

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Pi Gua: Sliding Hands, Rolling Heels (32% Damage)

Pi Gua: Bouncer, Rain From Above (30% Damage)

Naginata: Royal Guard, Honor Guard (28% Damage)

Offensive Strategies

Hotaru may be classified as a punisher type character, but like several other fighters, he also has a few traits from other character types. Hotaru is best when punishing from a distance. In fact, he was almost classified as a ranged character type. His Grasshopper, Fury Punch and Escape, and Lava Burst attacks work very well for midranged punishing attacks. Lava Burst is the slowest of these attacks, but you can follow it up with a combo that inflicts a decent amount of damage.

Stay in the Pi Gua fighting style as much as possible. Hotaru's Naginata style has a decent amount of power, but it's very slow, making it hard to mount an offense with it. If you happen to be fighting at close range, use Hotaru's Bouncer throw and the following combo for nice damage. You can also poke low with the Spearhand Sweep.

Defensive Strategies

Like most punisher type characters, Hotaru has solid defense. At a distance his punishing attacks prevent opponents from mounting much of an offense. Meanwhile, he can use the Fury Punch and Escape almost at will; it's difficult to punish even when blocked. The only time Hotaru is really playing defense is when he's in close combat with an opponent. At this range, rely heavily on the Bouncer throw. Throws are very quick to execute and can punish most attacks at close range. The fact that it leads into a combo is even better.

If you get caught in a corner near a death trap or stage hazard, use the Quick Tricks teleport to move to the opposite side of the opponent. Hotaru has a slight delay after the teleport, so use it only when absolutely necessary, but taking a little bit of damage is much better than getting knocked into a death trap. If you have a Breaker available here, use it to avoid most of the damage.

Best Match-Ups

Low Tier Characters

Punisher character types rely on the mistakes of their opponents to punish and inflict damage. One mistake, and an opponent loses one-third of the health bar. Low tier character types have very few safe attacks, if any. If almost any of their attacks are blocked, punisher characters can inflict a good amount of damage. Low tier characters have a very low win ratio against punisher characters.

Worst Match-Ups

Poking Characters

Most punisher character types have trouble inflicting damage on opponents who play it very safe. Most of their attacks are built around countering blocked and missed attacks, and if you remove these two counter-attack options, punishers don't have much left to rely on. This is the primary reason poking character types give punishers a very hard time. The focus of a poking character is to play as safely as possible, using quick poking attacks. They also excel at close-range fighting where missed attacks happen much less frequently. This greatly limits the offensive options available to punisher character types.

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Best Stages

Hotaru punishes well from a distance and has the ability to teleport to the opposite side of an opponent, so large stages with death traps are his best ally in combat. If you find yourself fighting in the Bell Tower, Hell's Foundry, or the Subway, the stage will give you a significant advantage in battle.

Worst Stages

Hotaru can hold his own in close-range combat because of his throw that leads into a combo. He does have a slight disadvantage on small stages that do not have a death trap. On these stages Hotaru is limited to primarily punishing with his throw attack, which limits the damage from his offense. Avoid fighting in the Meteor Storm, Tekunin Prison, Reptile's Lair, Soul Chamber, Reiko's War Room, Shao Kahn's Throne Room, and Chamber of Daegon.

Hsu Hao

Character Type: Power

A member of the Red Dragon, Hsu Hao had the duty to infiltrate the Special Forces and covertly guide them to members of the Black Dragon. Once the Black Dragon was seemingly destroyed, Mavado ordered Hsu Hao to destroy the Outerworld Investigation Agency's ability to travel to Outworld. Hsu Hao reported back to Mavado and informed him of his success in destroying the agency. Mavado then informed Hsu Hao of his next objective, to eliminate Shang Tsung before Tsung betrayed Quan Chi.

Character Rating

Offense: 8	Ground Kombat: 7
Defense: 5	Aerial Kombat: 7
Weapon: 6	Overall: 7

Sumo Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Sumo Slap
←+■	←+X	Power Lift
↓+■	↓+X	Low Strike
▲	Y	Rib Slap
→+▲	→+Y	Sumo Push
↓+▲	↓+Y	Uppercut
×	A	Cheap Shot
←+×	←+A	Sweeping Kick
↓+×	↓+A	Crab Kick
●	B	Headbutt
←+●	←+B	Side Chop
↓+●	↓+B	Low Heel Spin
■,▲	X,Y	Ring Out
■,▲,▲	X,Y,Y	Super Chops
←+●,▲	←+B,Y	Rib Chops
■,▲,▲	X,Y,Y	Lets Play
■,▲,×	X,Y,A	Champion Sumo
■,▲,●	X,Y,B	Steel Headbutt
←+●,▲,▲	←+B,Y,Y	Winner Kombo
■,▲,L2	X,Y,L	Champion Blades

Sumo Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Over Head Air Toss
■	X	Fallout
▲	Y	Airborne
×	A	Straight Up
■,■	X,X	Flying Kick
▲,▲	Y,Y	Power Slam
×,×	A,A	Straight Forward
■,■,■	X,X,X	Gravity Strike
■,■,▲	X,X,Y	Toss Ya!
■,■,×	X,X,A	Ending It Now
×,×,▲	A,A,Y	Grounded
■,■,●	X,X,B	Air Death
×,×,×	A,A,A	Air Kick
×,×,●	A,A,B	Time To Hover

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Sunmoon Blades Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Forward Chest Slashes
←+■	←+X	Downward Circling Moon
↓+■	↓+X	Low Upward Knife
▲	Y	Rising Moon Teeth
←+▲	←+Y	Upward Circling Earth
↓+▲	↓+Y	Moon Uppercut
×	A	Frontal Stab
↑+×	↑+A	Tippy Toe Stab
→+×	→+A	Dragon Push
↓+×	↓+A	Low Tippy Kick
●	B	Front Sidekick
←+●	←+B	Spinning Dragon Kick
↓+●	↓+B	Low Spin Kick
←+■,←+▲	←+X,←+Y	Planet Earth
←+■,→+▲	←+X,→+Y	Event of Pain
■,×	X,A	Moon Tooth
●,●	B,B	Snap Dragon Kicks
●,●,●	B,B,B	Black Dragon Tail
■,→+×	X,→+A	Dark Moons
←+■,←+▲	←+X,←+Y	Strong Man

Sunmoon Blades Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Thrash Out
▲	Y	Bogie
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Rebel
×,×	A,A	Airborne Kick
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Spinning Attack
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Somersault
■,■,●	X,X,B	Flip Down
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Pincer Throw
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Zero Gravity

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Strong Grab
←,↓+×	←,↓+A	Thunder Klap
↓,↑+●	↓,↑+B	Boot Kamp
↓,↑+×	↓,↑+A	Charge Up
↓,→+■	↓,→+X	Bouncing Death
↓,←+▲	↓,←+Y	Krystal Lazer

Best Combos

Sumo: Champion Blades, Change Fighting Style, Winner Kombo (44% Damage)

Sumo: Champion Blades, Change Fighting Style, Champion Blades (45% Damage). Champion Blades changes fighting styles automatically. You must change back to Sumo before continuing with the rest of the combo.

Sunmoon Blades: Event of Pain, Change Fighting Style, Winner Kombo (29% Damage)

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Offensive Strategies

As one of the few power characters that is not a former boss, Hsu Hao is one of the most powerful characters in the game. His best combo will inflict 45 percent damage, meaning your opponent will be in severe trouble if you land it twice in one round. Hsu also has a Charge Up special move that increases his attack damage for a short period of time. Keep this active as much as possible to make him even more damaging. Hsu Hao also fights well from midrange and can do some damage from maximum range.

Stay in the Sumo fighting style, because that's where you can do the most damage. Stay close to your opponent so you can use Champion Blades after a parry or to punish. This is Hsu Hao's bread and butter attack, so use it every chance you get. If it's the start of a fight, throw it out after you block anything. You only need to connect with it twice, so if you take a little damage early on, you're still okay. If you can connect with it, your opponent will already be down to less than half a life.

From midrange, use the Thunder Klap to punish missed attacks, and from maximum range, use Bouncing Death to trick your opponent into closing the distance. Bouncing Death may appear to have little use, but because it's one of the slowest projectile attacks in the game, your opponent is likely to sidestep it instead of jumping over it. As soon as Bouncing Death goes by your opponent, use Krystal Lazer as a surprise attack. This also works if your opponent decides to jump over Bouncing Death.

Defensive Strategies

Hsu Hao's primary defensive strategy is to wait for an opening and use his 45 percent damage combo. This should be your only focus on defense, and it will make your opponents hesitant to attack. After any parry or blocked unsafe attack, attempt this combo.

A smart opponent will back away from Hao and try to fight from a distance to avoid the severely damaging combo. If this happens, use your ranged offensive strategy of Bouncing Death and Krystal Lazer.

Best Match-Ups

Low Tier Characters

Most power characters have the ability to defeat an opponent in three combos. Hsu Hao can defeat an opponent in two combos. When fighting against a low tier character, power character types have a significant advantage because most low tier characters have few safe attacks. For the most part, power characters have only poke low and block. When the low tier character attempts to attack, block and unleash a powerful combo.

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Worst Match-Ups

Poking Characters

Against poking characters, power character types have a hard time punishing attacks and therefore find it difficult to initiate one of their super-damaging combos. In this situation, power characters have to be patient, waiting for an unsafe or missed attack and then using one of their high-damage combos to punish. Against a poking character type, unsafe moves are few and far between, and a skilled poking player rarely misses attacks, making this a very difficult match-up.

Best Stages

Hsu Hao needs to be close to his opponent to initiate his 45 percent damage combo. While he has the ability to fight at maximum and midrange, he won't be able to inflict anywhere near as much damage. On a small stage with no death traps, Hsu Hao has a major advantage over his opponent. Try to fight on Meteor Storm, Tekunin Prison, Reptile's Lair, Soul Chamber, Reiko's War Room, Chamber of Daegon, and Shao Kahn's Throne Room.

Worst Stages

Despite Hsu Hao's ability to attack from a distance, he can't use his bread and butter combo that way. A smart opponent keeps a distance from Hao, making it very difficult for him to inflict heavy damage. It's much easier for an opponent to use this strategy on large stages that do not have death traps. Avoid fighting on the Edenian Ruins, Netherrealm Cliffs, Lin Kuei Palace, Arctika, Botan Jungle, and Pyramid of Argus.

Jade

Character Type: Poking

A longtime ally of the Edenian crown, Jade witnessed the arrival of the Dragon King and raced to Edenia to inform her queen of Kitana's fate. She arrived too late, however, for Tanya had already imprisoned Queen Sindel. She freed Sindel and the two escaped to Outworld.

Character Rating

Offense: 7	Ground Kombat: 7
Defense: 7	Aerial Kombat: 6
Weapon: 8	Overall: 7

Fan Zi Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Movement Attack
←+■	←+X	Power Fist
↓+■	↓+X	Leg Chop
▲	Y	Dual Chest Swipe
↓+▲	↓+Y	Twin Palm Uppercut
×	A	Shoulder Cracker
↓+×	↓+A	Mule Kick
●	B	Thigh Buster
→+●	→+B	Trampling Tow
↓+●	↓+B	Spinning Kick
▲,▲	Y,Y	Fan Zi Quan Fists
▲,▲,■	Y,Y,X	Hard Hands
▲,▲,←+■	Y,Y,←+X	Havik Attack
▲,▲,●	Y,Y,B	You Can't Escape
▲,▲,■,L2	Y,Y,X,L	Fan Zi Switch

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Fan Zi Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Over Head Air Toss
■	X	Ambush
▲	Y	Danger Swipe
×	A	Psycho Spin
■,■	X,X	Downward Swat
×,×	A,A	Tornado Twist
■,■,■	X,X,X	Take Off
■,■,▲	X,X,Y	Tear Down
■,■,×	X,X,A	Monsoon
×,×,■	A,A,X	Down Slash
■,■,●	X,X,B	Whipcrack
×,×,▲	A,A,Y	Flying Human
×,×,×	A,A,A	Air Sails
×,×,●	A,A,B	Flicker
■,■,×,▲	X,X,A,Y	Throwdown
×,×,■,■	A,A,X,X	Splashdown
■,■,×,×	X,X,A,A	Sailing Away
■,■,×,●	X,X,A,B	Whiplasher
×,×,■,●	A,A,X,B	Sinking Hero

Bojutsu Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Head Knocker
↓+■	↓+X	Crouching Upward Staff
▲	Y	Twisting Hilt
←+▲	←+Y	Turning Pole
↓+▲	↓+Y	Rising Long Pole
×	A	Underarm Hilt Lift
←+×	←+A	Tricky Toe Strike
↑+×	↑+A	Amazon Power Strike
↓+×	↓+A	Shin Smasher
●	B	Mid-Section Reach
↑+●	↑+B	Dancing Face Poke
↓+●	↓+B	Long Low Ranged Hit
■,■	X,X	Over the Top Head Hits
▲,■	Y,X	Feel the Wind
▲,←+▲	Y,←+Y	Rising Staff
▲,×	Y,A	Chin Chopper
▲,■,×	Y,X,A	Raging Demon
▲,■,↑+×	Y,X,↑+A	Green Warrior
▲,■,↑+●	Y,X,↑+B	The Hunted

Bojutsu Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Powerhouse
▲	Y	Lucky Change
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Face Kicked
×,×	A,A	Wind Kick
■,■,■	X,X,X	Vicious Boots
■,■,▲	X,X,Y	Back Flip Kick
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Flip Back
■,■,●	X,X,B	Foot Grab
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Heel Toss
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Foot Assault

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Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Over and Out
←,→+■	←,→+X	Vanishing Winds
←,→+●	←,→+B	Blazing Nitro Kick
↓,←+×	↓,←+A	Razor-Rang
←,→+▲	←,→+Y	Dodging Shadows

Best Combos

Fan Zi: Shoulder Cracker, Change Fighting Styles, Green Warrior (35% Damage)

Bojutsu: Green Warrior, Green Warrior (41% Damage)

Fan Zi: Shoulder Cracker, Shoulder Cracker, Havik Attack (27% Damage)

Offensive Strategies

Jade is one of the few characters who should always be using her weapon style. In Bojutsu, Jade has a very long reach and can poke well from midrange. Use Head Knocker, Amazon Power Strike, Over the Top Head Hits, Feel the Wind, and Chin Chopper as mid-hitting attacks from midrange. Amazon Power Strike and Chin Chopper will knock the opponent into the air. Follow both with Green Warrior for good damage. When using Feel the Wind and Chin Chopper at midrange, the first attack in the canned combo misses. If you mix these up with the other mid attacks, the miss will throw your opponent off, making it much easier to hit with the second attack in the combo.

Mix up the mid attacks with the low attacks Tricky Toe Strike and Long Low Ranged Hit. Both of these attacks connect from midrange and offer a very nice mix-up. One thing to watch out for, though, is that these attacks are not safe at close-range. Jade can only work well from midrange, so if your opponent starts closing in on you, back up until you're at midrange again.

Defensive Strategies

On defense, Jade needs her range. Up close, if you can get a parry or block an unsafe attack, go for Green Warrior and the following combo to inflict 40 percent damage on the opponent. This should back your foe up to at least midrange so you can go back on the offensive. From midrange, use any of Jade's offensive attacks or punish missed attacks with the Blazing Nitro Kick. This attack also works well to knock opponents into stage hazards and death traps.

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If the opponent backs up beyond midrange, use Dodging Shadows to evade all projectile attacks. Use this as much as possible from outside of midrange to protect yourself from any projectiles. The move lasts four seconds with a three-second wait after it wears off. If you dodge a projectile or if the opponent tries anything else from across the screen, use the Vanishing Winds teleport to get behind the opponent and counterattack. This teleport is also useful for getting you out of corners near death traps.

Best Match-Ups

Low Tier Characters

Under most circumstances the best match-up for a poking character type is a punisher character. But Jade is not the typical poking character type. She does not generally fight well from close-range, but that's the only range that allows her to use her most damaging combo. Low tier character types have very few safe attacks, if any. This means that Jade can either continue to poke from midrange, or move in and simply wait for an unsafe attack. Since Jade's best combo inflicts 40 percent damage, the low tier character is in serious trouble after two combos.

Worst Match-Ups

Poking Characters

Jade can only fight at close-range against an opponent who is not playing very safe. Otherwise, Jade is at her best when attacking from midrange. This is the primary reason poking character types give her such a hard time. Most poking characters play as safely as possible, using quick poking attacks from close-range. They excel at close-range fighting, where Jade is lacking. This greatly limits the offensive options available to Jade, because she'll have a hard time keeping the poking character away.

Best Stages

To be at her best, Jade needs room to move. If the opponent closes in on her, she needs room to get back out to midrange. At the same time, Jade doesn't need to use death traps to win. She can poke very well from midrange and punish attacks at close-range with a 40 percent damage combo. Jade is at her best when fighting on large stages that do not have death traps. These stages include Pyramid of Argus, Botan Jungle, Arctika, Lin Kuei Palace, Netherrealm Cliffs, and Edenia Ruins.

Worst Stages

Jade is at her worst when she has no room to retreat back to midrange and when her opponent has the ability to knock her into a death trap. To give Jade the best shot at winning, avoid fighting on stages that are small and feature death traps. In particular, avoid Battle Arena, Armory, Wastelands, Sky Temple, Evil Tower, and Falling Cliffs.

Jarek

Character Type: Ranged

Jarek was believed to be the last member of Kano's clan, the Black Dragon. He was hunted down by Sonya and Jax, but before they could capture him, a new menace appeared. Jarek agreed to help the Earth warriors battle against Shinnok and Quan Chi. It is not known what happened to Jarek after that, but he was believed to be dead.

Character Rating

Offense: 7	Ground Kombat: 7
Defense: 6	Aerial Kombat: 5
Weapon: 6	Overall: 6

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Dragon Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Black Knuckle
←+■	←+X	Upper Lunch Punch
↓+■	↓+X	Ducking Claws
▲	Y	Sun Fish
←+▲	←+Y	Dragon Attack
↓+▲	↓+Y	Uppercut
×	A	Round House Kick
↓+×	↓+A	Low Talon Strike
●	B	Front Stomp
←+●	←+B	Sidestep Claw
↑+●	↑+B	Wheel Turning Kick
↓+●	↓+B	Low Dragon Kick
■,■	X,X	Juke Fists
■,←+■	X,←+X	Scratcher
■,▲	X,Y	Dirk Fist
■,×	X,A	Yielding Fire
●,←+▲	B,←+Y	Tiger in Cave
■,■,▲	X,X,Y	Ice Pop
■,▲,←+▲	X,Y,←+Y	3Hit Claws
■,▲,×	X,Y,A	Frozen Wilderness
■,▲,●	X,Y,B	Star Dragon Kick
■,▲,↑+●	X,Y,↑+B	Twisting Dragon
■,■,L2	X,X,L	Switching Axe

Dragon Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Whiplash
■	X	Bombardment
▲	Y	Updraft
×	A	Fire Fly
■,■	X,X	Airmatic Smacks
×,×	A,A	Double Air Kicks
■,■,■	X,X,X	Power Bash

Dragon Style Air Attacks (cont.)

PS2 Notation	Xbox Notation	Move
■,■,▲	X,X,Y	Backup
■,■,×	X,X,A	Reset Fists
×,×,■	A,A,X	X Marks the Spot
×,×,▲	A,A,Y	Ploted Tree
■,■,●	X,X,B	Zero Cool
×,×,×	A,A,A	Shaddy Heel
×,×,●	A,A,B	Null G

Kick Axe Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Overhead Slice
←+■	←+X	Whirling Blade
→+■	→+X	Sideways Cut
↓+■	↓+X	Power Jab
▲	Y	Horizontal Slash
←+▲	←+Y	Windy Axe
↑+▲	↑+Y	Slice You in Two
↓+▲	↓+Y	Unresting Axe
×	A	Stomach Mash
←+×	←+A	Low Slasher
↑+×	↑+A	Pelvis Cut
↓+×	↓+A	Foot Slice
●	B	Quick Hands
↓+●	↓+B	Ankle Slicer
■,×	X,A	Big Leg
●,●	B,B	Tricky Heels
■,×,●	X,A,B	Red Dragon Grunt
●,●,●	B,B,B	Shadow Tricks
■,×,●,●	X,A,B,B	Bladed Fists
■,×,●,●,●	X,A,B,B,B	Shadow Evade

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Kick Axe Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick
■,■,●	X,X,B	Shove It
×,×,×	A,A,A	Barrel Roll
×,×,●	A,A,B	Downward Spiral
×,×,■,■	A,A,X,X	It's All Over
■,■,×,×	X,X,A,A	Air Barrel
×,×,■,▲	A,A,X,Y	Back in Action
■,■,×,●	X,X,A,B	Boot Slam
×,×,■,●	A,A,X,B	Zero G

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Gut Bash
↓,←+■	↓,←+X	Lasso Snatch
←,→+▲	←,→+Y	Tricky Switch
↑,↓+×	↑,↓+A	Rhino Stomp
←,→+×	←,→+A	Flying Legs

Dragon: Lasso Snatch, Switching Axe (32% Damage)

Dragon: Lasso Snatch, Frozen Wilderness (28% Damage)

Dragon: Ice Pop, Change Fighting Style, Bladed Fists (23% Damage)

Kick Axe: Slice You in Two, Shadow Evade (27% Damage)

Best Combos

Offensive Strategies

Jarek is one of the more versatile ranged characters in the game. His best fighting range is far from his opponent, but he also performs well up close. From a distance, use his Rhino Stomp, which is unblockable. To avoid the Rhino Stomp, your opponent has to jump or close the distance between you so you can't use the attack safely. When your opponent attempts to close the distance, use Jarek's Flying Legs. This attack hits mid, so your opponent cannot duck under it. It's also difficult to punish, because Jarek moves out of hit range after the attack is executed.

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You can also use the Lasso Snatch from midrange, but be cautious. If, after you've used it a couple of times, your opponent blocks it instead of ducking under it, stop using the attack. If you can get your opponent to duck under it, mix it up with the Flying Legs. If you connect with the Lasso Snatch, you can go from it right into a juggle.

If your opponent closes in on Jarek, he'll still have a decent mix-up game to rely on at close range. Use the Star Dragon Kick until your opponent starts blocking low or interrupts before the last hit in the combo. After this starts happening, mix it up with Frozen Wilderness or Flying Legs.

Defensive Strategies

One defense, stay as far away from your opponent as you can. If you can get out to midrange, you can go right back on offensive. The only time Jarek is truly playing defense is when he's trapped at close range. If this happens, block until you get an opening to use a throw. Jarek's throw will knock the opponent back, giving him time to get away.

If you can't find an opening to use a throw, wait until you block an attack and go right into the mix-up game between Frozen Wilderness and the Star Dragon Kick. You do not need to connect with the first attack in either combo, so you can use this even if the attack you block is safe. The last hit is where the mix-up comes in; that's all you need to connect with to give Jarek time to get back to his best range.

Best Match-Ups

Poking Characters

While some ranged characters can hold their own at close range, they are at their best from a distance. Poking character types require close-range combat to chip away at their opponent's health and force an opening for a combo. It's difficult for a poking character to inflict damage against a ranged character. The ranged character works to keep a distance while the poking character tries to close the gap. In this battle over distance, the ranged character has a significant advantage.

Worst Match-Ups

Punisher Characters

Normally the worst match-up for a ranged character type is another ranged character type. Jarek has a good mix-up at close range, however, so he can fight well against another ranged character. His worst match-ups come from punisher character types who can punish Jarek both when he's fighting from a distance and when he's using his mix-up at close range. At a distance, a foe can simply use a teleport or long-range punishing attack. From close range, with a correct guess on Jarek's mix-up, an opponent can inflict a good deal of damage.

Best Stages

Jarek excels in stages where he can get away from and force an opponent into a death trap. Many of his ranged attacks allow Jarek to knock his opponent back and into a death trap. The Lasso Snatch and its following combo, as well as the Flying Legs, will do the job. Fight in the Bell Tower, Hell's Foundry, and the Subway for best results.

Worst Stages

Most ranged characters have trouble fighting in stages where they can't get out to maximum range. Jarek can get around this problem with his close-range mix-up, but he will still struggle in a small stage with a death trap. The opponent only has to guess right one time during his close-range mix-up, and Jarek could be falling to his doom. Avoid the Falling Cliffs, Sky Temple, and Wasteland with Jarek.

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Jax

Character Type: Punisher

Because of his military successes, Major Jackson Briggs has climbed the ranks of the Special Forces Outerworld Investigation Agency. To aid him in the fight against invasion from other realms, he has replaced his own arms with mechanical ones. He was last seen in Outworld hunting the Red Dragon member, Hsu Hao. Sonya Blade, Cyrax, and Kenshi all work for Jax at the Special Forces Outerworld Investigation Agency.

Character Rating

Offense: 7	Ground Kombat: 4
Defense: 5	Aerial Kombat: 6
Weapon: 7	Overall: 6

Muay Thai Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Quick Hook Punch
↓+■	↓+X	Upward Elbow
▲	Y	Turning Hand
↓+▲	↓+Y	Uppercut
×	A	Spinning Sidekick
←+×	←+A	Knee Striker
↓+×	↓+A	Ducking Cross
●	B	Thrusting Foot
←+●	←+B	Spinning Dragon
↑+●	↑+B	Throat Kick
↓+●	↓+B	Clean Low Hit
■,■,	X,X	Ring King
↓+■,↓+■	↓+X,↓+X	Fury Elbows
▲,▲	Y,Y	Teeth Smasher
■,×	X,A	Kicking Boxing Combo
▲,●	Y,B	Blurry Boot
■,■,■	X,X,X	3-Hit Shocker

Muay Thai Style Ground Attacks (cont.)

PS2 Notation	Xbox Notation	Move
■,■,▲	X,X,Y	Spin Fists
■,■,●	X,X,B	Hard Power
■,■,▲,▲	X,X,Y,Y	Heavy Kombatt
■,■,▲,●	X,X,Y,B	Unleashed Pain
■,■,L2	X,X,L	Sneak Attack

Muay Thai Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Air Throw
■	X	Air Charge Swipe
▲	Y	Toss Ya!
×	A	Straight Up
■,■	X,X	Flying Kick
×,×	A,A	Straight Forward
■,■,■	X,X,X	Gravity Strike
■,■,▲	X,X,Y	Turning Throw
■,■,×	X,X,A	Ending It Now
×,×,▲	A,A,Y	Air Time
■,■,●	X,X,B	Air Death
×,×,×	A,A,A	Air Kick
×,×,●	A,A,B	Time to Hover

Tonfa Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Night Stick Lite
←+■	←+X	Watch Out
↑+■	↑+X	Face Bash
↓+■	↓+X	Tonfa Low Strike
▲	Y	Twirl It Around
←+▲	←+Y	Fancy Spins
↓+▲	↓+Y	Uppercutting Tonfa
×	A	Face Krack
←+×	←+A	Head Hit
↓+×	↓+A	Low Kick
●	B	Medium Kick
←+●	←+B	Sneaky
↑+●	↑+B	Dodge Attack

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Tonfa Style Attacks (cont.)

PS2 Notation	Xbox Notation	Move
↓+●	⚪+B	Ankle Kick
■,■	X,X	Turning it Up
←+▲,■	✚+Y,X	Watchmen
←+▲,←+■	✚+Y,✚+X	Watching You
←+▲,▲	✚+Y,Y	Pain With Sticks
←+▲,●	✚+Y,B	Beat Em Up
●,●	B,B	Darkness Sticks
■,■,↑+■	X,X,△+X	Sink Hole
←+▲,■,■	✚+Y,X,X	Crowd Kontrol
←+▲,●,●	✚+Y,B,B	Darkness Pain
←+▲,■,■,↑+■	✚+Y,X,X,△+X	Red Lights

Tonfa Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Thrash Out
▲	Y	Bogie
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Rebel
×,×	A,A	Airborne Kick
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Spinning Attack
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Somersault
■,■,●	X,X,B	Flip Down
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Pincer Throw
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Zero Gravity

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Shocking Blows
↓,→+■	⚪,✚+X	Piston Punches
↓,↑+×	⚪,△+A	Ground Pound
←,→+●	✚,✚+B	Machine Gun

Best Combos

Muay Thai: Sneak Attack, Red Lights (40% Damage)

Muay Thai: Sneak Attack, Change Fighting Style, Hard Power (34% Damage). Sneak Attack changes fighting styles automatically. You must change back to Muay Thai before continuing with the rest of the combo.

Tonfa: Watching You, Red Lights (42% Damage)

Tonfa: Watching You, Darkness Pain (38% Damage)

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Offensive Strategies

Jax is a punisher character, but unfortunately his punishment tools aren't very good. Jax is a borderline low tier character type. His best punishing range is up close, which is not always the best range if you're not a poking-type character. For Jax to inflict decent damage, however, he has to land his 42 percent Tonfa style combo or his 40 percent Muay Thai combo. This can only be done at close range. Simply wait for a parry or a blocked attack that is not safe and you can drain 40 or 42 percent of your opponent's health depending on your current fighting style.

If you get stuck at midrange, punish with the Machine Gun or Piston Punches. The Piston Punches will not connect outside of midrange and executes slowly. If you're fighting a faster character, move back to maximum range and use the Ground Pound to force your opponent to fight at close range where Jax can inflict the most damage.

Defensive Strategies

Jax doesn't have a lot going for him on the defensive end. His best defensive tool is the Sneaky attack from his Tonfa fighting style. This attack hits low, has a deceptive range, and is difficult to see coming. If your opponent stays close to you, block attacks until you see an opening to use a combo or a throw. The Shocking Blows throw will knock your opponent away and allow you to get back, regroup, and get back on offense.

After a parry or blocked unsafe attack, either use the throw or go right into Jax's most damaging combo. If you pull off this combo a few times on the defensive end, your opponent will start backing away and playing it safe. At this point you can go back on the offensive with the Ground Pound.

Best Match-Ups

Low Tier Characters

Punisher character types use their opponents' mistakes to punish and inflict damage. One mistake, and an opponent loses one-third of the health bar. Low tier character types have few safe attacks. If almost any of their attacks are blocked, punisher characters can inflict a good amount of damage. Low tier characters have a low win ratio against punisher characters.

Worst Match-Ups

Poking Characters

Most punisher character types have trouble inflicting damage on opponents who play it very safe. Most of their attacks are built around countering blocked and missed attacks, and if you remove these two counter-attack options, punishers don't have much left to rely on. This is the primary reason poking character types give punishers a very hard time. The focus of a poking character is to play as safely as possible, using quick poking attacks. They also excel at close-range fighting, where missed attacks happen much less frequently. This greatly limits the offensive options available to punisher character types.

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Best Stages

Jax is somewhat unique when it comes to choosing the best stage to fight on. He needs to fight up close to inflict the most damage, but he can draw in an opponent who backs away with the Ground Pound. Because of this fact, Jax's best place to fight is on any stage without death traps. Jax can wait at maximum range for his opponent to close the distance, then unleash his 42 percent damage combo. If the stage has a death trap, the opponent can knock Jax into it without having to inflict much damage on Jax beforehand. For the best chance of winning with Jax, fight on any stage that does not have a death trap, such as Goro's Lair, Hell, Pyramid of Argus, Meteor Storm, Nethership Interior, Tekunin Prison, Reptile's Lair, or Soul Chamber.

Worst Stages

Since Jax is a punisher character, he has to wait for his opponent to make a mistake before he can inflict major damage. This puts Jax at a slight disadvantage on smaller stages, because he cannot distance himself from his opponent to regroup his offense. Avoid fighting in the Armory, Battle Arena, Falling Cliffs, Sky Temple, Wastelands, Reiko's War Room, and Shao Kahn's Throne Room.

Kabal

Character Type: Poking

As a member of the Black Dragon clan, Kabal was badly scarred by extermination squads during Shao Kahn's invasion of Earth. Artificial respirators have kept him alive. Kabal left the Black Dragon and was defeated by Mavado of the Red Dragon, who took his hookswords. Havik rescued Kabal after Mavado nearly killed him, and inspired him to bring the Black Dragon to glory. Kabal acquired two new recruits, Kira and Kobra, and set off to find Mavado and take his hookswords back.

Character Rating

Offense: 8	Ground Kombat: 6
Defense: 7	Aerial Kombat: 8
Weapon: 9	Overall: 8

Sun Bin Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Small Frame Strike
←+■	←+X	Twisting Hammer Fist
↓+■	↓+X	Golden Fist
▲	Y	Digging Fingers
←+▲	←+Y	Chest Opener
↓+▲	↓+Y	Awkward Uppercut
×	A	Large Frame Kick
←+×	←+A	Small Frame Toe Kick
↑+×	↑+A	Aged Heels
↓+×	↓+A	Dangerous Foot
●	B	Chest Breaker
↓+●	↓+B	Dusty Shin Kick
■,■	X,X	Hidden Hands
■,←+■	X,←+X	Hidden Fists
■,×	X,A	The Art of War
■,←+×	X,←+A	Gathered Strength
×,×	A,A	Cold Grounds
■,■,■	X,X,X	Road to Victory
■,■,▲	X,X,Y	Masked Psycho
■,■,↑+×	X,X,↑+A	The Beast
■,■,●	X,X,B	Linked Thrust Kick
×,×,×	A,A,A	Overhead Pain
■,■,▲,L2	X,X,Y,L	Stone Death

Sun Bin Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Over Head Air Toss
■	X	Fallout
▲	Y	Airborne
×	A	Straight Up
■,■	X,X	Flying Kick
▲,▲	Y,Y	Power Slam
×,×	A,A	Straight Forward

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Sun Bin Style Air Attacks (cont.)

PS2 Notation	Xbox Notation	Move
■,■,■	X,X,X	Gravity Strike
■,■,▲	X,X,Y	Toss Ya!
■,■,×	X,X,A	Ending It Now
×,×,▲	A,A,Y	Grounded
■,■,●	X,X,B	Air Death
×,×,×	A,A,A	Air Kick
×,×,●	A,A,B	Time To Hover

Hookswords Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Chest Strike
←+■	←+X	Shoulder Rip
↑+■	↑+X	Twisting Hook
↓+■	↓+X	Low Reverse Blow
▲	Y	Power Hook
←+▲	←+Y	Twin Overhead Strike
↑+▲	↑+Y	Chin and Neck Slice
↓+▲	↓+Y	One Hook Sweep
×	A	Spinning Sidekick
←+×	←+A	Leg Tripper
↑+×	↑+A	Leg Hooks
↓+×	↓+A	Scissors Swipe
●	B	Double Axe Kick
←+●	←+B	Shin Strike
↓+●	↓+B	Upward Cross Strike
■,■	X,X	Razor Moon
▲,■	Y,X	Furious Edges
■,■,←+■	X,X,←+X	Shady Blows
■,■,▲	X,X,Y	Strength and Balance
▲,■,×	Y,X,A	Disciple of Doom
■,■,●	X,X,B	Unholy Strength
▲,■,●	Y,X,B	Blazing Fury

Hookswords Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Thrash Out
▲	Y	Bogie
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Rebel
×,×	A,A	Airborne Kick
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Spinning Attack
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Somersault
■,■,●	X,X,B	Flip Down
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Pincer Throw
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Zero Gravity

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Vertabreaker
←,→+●	←,→+B	Raging Flash
↓,→+■	↓,→+X	Plasma Blast
↓,←+▲	↓,←+Y	Nomad's Touch

Best Combos

Sun Bin: The Art of War, Change Fighting Styles, Shady Blows (36% Damage)

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Sun Bin: Stone Death, Shady Blows (29% Damage)

Hookswords: Blazing Fury, Unholy Strength (34% Damage)

Hookswords: Blazing Fury, Shady Blows (36% Damage)

Offensive Strategies

Kabal may be a poking character, but he also does well when it comes to punishing his opponents. Stay in Hookswords style and stick close to your opponent. Duck down and use Low Reverse Blow, One Hook Sweep, Scissors Swipe and Leg Tripper to poke low. Mix up with the Upward Cross Strike (execute this while ducking) for a mid hit. You can use the Double Axe Kick as an alternative mid attack.

Any time you score a parry or block an unsafe attack, or your opponent misses an attack, go for Blazing Fury and follow with Kabal's 36 percent damage combo. If you can land two of these, along with continued poking, your opponent will not have much health remaining.

Best Match-Ups

Punisher Characters

As a poking character, Kabal is best suited for fighting against punisher character types. To inflict big damage, these character types need an opening to punish. Against a poking character, however, there are few openings because most of a poking character's attacks are fast and safe when blocked. This makes it difficult for a punishing character to pull off any big combos. At the same time, poking characters don't have to worry about being punished, as long as they don't miss any attacks.

Worst Match-Ups

Ranged Character

A poking character type has a good offense, but that offense is only good at close range. Against a ranged character type, the poking character has a hard time getting close to the opponent and starting a poking offense. While the poking character tries to close the gap between the two, the ranged character is working on maintaining the distance. In the end, whichever character wins the distance game has the advantage, but it's a tough battle for poking character types.

Best Stages

Many of Kabal's primary attacks knock an opponent into a death trap or stage hazard. In addition, the Raging Flash stuns the opponent from a distance, allowing Kabal to knock the foe into a death trap. Because Kabal is a poking character, he's also good at close-range combat. To take advantage of this, fight on stages that are small and feature death traps. These stages include the Armory, Battle Arena, Evil Tower, Falling Cliffs, Fire Well, Hell's Foundry, Lumber Mill, Sky Temple, Wasteland, and Outworld Spire.

Worst Stages

While Kabal can punish at a distance with the Raging Flash, he is at a disadvantage if he can't get close to his opponent. Stages that are large and do not feature death traps or stage hazards make Kabal work harder for his victories. Avoid fighting in the Pyramid of Argus, Botan Jungle, Arctika, Lin Kuei Palace, Netherrealm Cliffs, and Edenian Ruins. On these stages, the opponent can keep a distance from Kabal and force him to play at long range.

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Kai

Character Type: Low Tier

A former member of the White Lotus Society, Kai learned his skills from the great masters throughout Asia. He journeyed to the Far East after meeting his friend and ally, Liu Kang, in America. The two reunited to assist Raiden in the battle with Shinnok. It is not known what happened to Kai after that.

Character Rating

Offense: 6	Ground Kombat: 5
Defense: 5	Aerial Kombat: 4
Weapon: 4	Overall: 4

Moi Fah Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Stone Hand
←+■	←+X	Angry Wind
↓+■	↓+X	Ducking Knife Thrust
▲	Y	Stone Reach
←+▲	←+Y	Popup Palm
→+▲	→+Y	Blackout
↓+▲	↓+Y	Rising Uppercut
×	A	Snap Kick
←+×	←+A	Crescent Kick
→+×	→+A	Pecking Toe
↓+×	↓+A	Turning Low Kick
●	B	Stomach Smasher
↓+●	↓+B	Horse Shoe
■,■	X,X	Long Stone Reach
×,×	A,A	Double Tap Kick
→+×,×	→+A,A	Low Fury
■,■,■	X,X,X	Fingers of Death
■,■,←+■	X,X,←+X	Sharp as Hell
■,■,←+▲	X,X,←+Y	Popup Slice
■,■,×	X,X,A	Just Feel It
■,■,●	X,X,B	Krazy Blury

Moi Fah Style Ground Attacks (cont.)

PS2 Notation	Xbox Notation	Move
×,×,×	A,A,A	Pain Taps
■,■,×,×	X,X,A,A	Kombo Power
■,■,×,×,×	X,X,A,A,A	Jungle Warrior
■,■,L2	X,X,L	Jungle Tactics

Moi Fah Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Dead Meat
■	X	Cyclone
▲	Y	Blue Sky
×	A	Hovering Strike
■,■	X,X	Jab Me
×,×	A,A	Air Waves
■,■,■	X,X,X	Take It
■,■,▲	X,X,Y	Red Sky
■,■,×	X,X,A	Wavelength
■,■,●	X,X,B	Fallen Hero

Spiked Club Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Stomach Smack
←+■	←+X	Leg Trip
↓+■	↓+X	Ducking Shin Slash
▲	Y	Skull Bash
↓+▲	↓+Y	2-Handed Uppercut
×	A	Upward Swing
→+×	→+A	Ape Swing
↓+×	↓+A	Low Swipe Attack
●	B	Quick Power Kick
←+●	←+B	Leg Take Out
↓+●	↓+B	Foot Poke
■,■	X,X	Double Rib Hits
■,■,▲	X,X,Y	Caveman
■,■,×	X,X,A	Strike Out
■,■,●	X,X,B	The Zone

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Spiked Club Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Powerhouse
▲	Y	Lucky Change
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Face Kicked
×,×	A,A	Wind Kick
■,■,■	X,X,X	Vicious Boots
■,■,▲	X,X,Y	Back Flip Kick
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Flip Back
■,■,●	X,X,B	Foot Grab
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Heel Toss
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Foot Assault

Special Moves

PS2 Notation	Xbox Notation	Move
R2	→	Up and Over Kick
↓,↑+▲	↓,↑+←	Fire From Above
↑,↓+×	↑,↓+↙	Downward Fire Blast
↓,←+●	↓,←+↓	Renegade Kick
↑,↓+×	↑,↓+↙	Downward Fire Blast (in air)
↓,→+■	↓,→+X	Rising Heel

Best Combos

Moi Fah: Popup Slice, Jungle Tactics (23% Damage)

Moi Fah: Rising Heel, Jungle Tactics (24% Damage)

Moi Fah: Downward Fire Blast, Jungle Tactics (24% Damage)

Spiked Club: Rising Heel, Strike Out (22% Damage)

Offensive Strategies

Kai is a borderline ranged character type, but because of his lack of damage-inflicting ability and the ineffectiveness of his ranged attacks, he ended up as a low tier character type. Despite his classification, Kai is best at midrange or just beyond midrange. Fire From Above and Downward Fire Blast are both good attacks to use between midrange and maximum range. As long as your opponent does not have the ability to teleport, you can use these attacks without fear of a damaging counter-attack. Execute the Downward Fire Blast in the air to confuse opponents as you jump toward or away from them, then follow it up with a combo.

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From midrange, you can use the Rising Heel to duck under high attacks and some projectile attacks and knock your opponent into the air for a combo. The Rising Heel executes fairly quickly and can catch an opponent off guard, but if it's blocked, Kai takes some damage from the counterattack.

Defensive Strategies

On defense, Kai has few options available to him. His best defensive range is midrange and beyond. Up close, Kai has little to punish with, so block as much as you can and look for an opening to get back to a safer range. If you can't distance yourself from the opponent, bait for a parry and use Popup Slice to get a combo off and give you time to move back to Kai's best range.

While Kai should stay in the Moi Fah fighting style for the most part, the Leg Trip from his Spiked Club style has deceptive range and attacks low. Using this attack gives you time to jump back and use the Downward Fire Blast to put your opponent back on the defensive.

Best Match-Ups

Low Tier Characters

Unfortunately for low tier character types, they have a hard time fighting against every other character type. Other low tier character types are their best match-ups, because they are evenly matched. In a battle between low tier character types, the winner is the character who can wait the longest. Most low tier character types have few safe attacks, so whoever gets the first block or parry can counterattack and inflict damage.

Worst Match-Ups

Power Characters

While low tier characters have a hard time against pretty every other character type, they have the hardest time against power characters. A low tier character who is forced to attack can be punished only to a certain extent by most other character types. But a power character can inflict upward of 50 percent damage with a single counterattack. This can devastate a low tier character.

Best Stages

Kai has a hard time inflicting damage on any stage. His best stages are those where he can distance himself from the opponent and use a death trap to end the round quickly. For the best advantage, fight on a small stage with a death trap. Playing as Kai, try to select Hell's Foundry, Subway, or the Bell Tower.

Worst Stages

It will be difficult for Kai to inflict damage on opponents in any stage, but the ones that will give Kai the most trouble are those that do not allow for a great deal of movement and do not have death traps to aid Kai to victory. Avoid fighting in the Chamber of Daegon, Hell, Meteor Storm, Tekunin Prison, Reptile's Lair, Soul Chamber, Reiko's War Room, and Shao Kahn's Throne Room.

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Kano

Character Type: Punisher

Sonya Blade defeated Kano during Shao Kahn's invasion of Earth. As punishment for his failure, Kano was incarcerated in Outworld. When he stopped Sheeva from assassinating Kahn, he was promoted to general of Kahn's armies. But when Quan Chi and Shang Tsung plotted against Kahn, Kano waited in the shadows and offered his allegiance to the deadly alliance. Kano was also once thought to be the last surviving member of the Black Dragon clan, until Kabal appeared.

Character Rating

Offense: 6	Ground Kombat: 4
Defense: 4	Aerial Kombat: 6
Weapon: 7	Overall: 5

Xing Yi Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Straight Punch
←+■	←+X	Power Fist
↓+■	↓+X	Low Palm Strike
▲	Y	Chop Strike
→+▲	→+Y	Steel Fingers
↓+▲	↓+Y	Eagle Strike
×	A	Step Snap Kick
↓+×	↓+A	Low Foot Strike
●	B	Rising Knee
←+●	←+B	Hopping Back Kick
↑+●	↑+B	Lifting High Kick
↓+●	↓+B	Toe Strike
■,■	X,X	Zing Punches
▲,←+■	Y,←+X	Rebel Chick
●,▲	B,Y	Redzone
●,×	B,A	Casualty

Xing Yi Style Ground Attacks (cont.)

PS2 Notation	Xbox Notation	Move
■,■,▲	X,X,Y	Twilight
■,■,●	X,X,B	Dangerous
■,■,←+●	X,X,←+B	Wrath of Kira
■,■,↑+●	X,X,↑+B	Fiery Foot
■,■,▲,←+■	X,X,Y,←+X	Suffering
■,■,●,▲	X,X,B,Y	Assault and Battery
■,■,●,×	X,X,B,A	Seek and Destroy
■,■,▲,L2	X,X,Y,L	Tough Boss

Xing Yi Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Whiplash
■	X	Bombardment
▲	Y	Updraft
×	A	Fire Fly
■,■	X,X	Airmatic Smacks
×,×	A,A	Double Air Kicks
■,■,■	X,X,X	Power Bash
■,■,▲	X,X,Y	Backup
■,■,×	X,X,A	Reset Fists
×,×,■	A,A,X	X Marks the Spot
×,×,▲	A,A,Y	Ploted Tree
■,■,●	X,X,B	Zero Cool
×,×,×	A,A,A	Shaddy Heel
×,×,●	A,A,B	Null G

Butterfly Knives Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Forward Chest Slashes
←+■	←+X	Downward Circling Sword
↓+■	↓+X	Low Upward Knife
▲	Y	Rising Dragon Teeth
←+▲	←+Y	Upward Circling Teeth
↓+▲	↓+Y	Uppercut
×	A	Frontal Stab
↑+×	↑+A	Tippy Toe Stab
→+×	→+A	Dragon Push
↓+×	↓+A	Low Tippy Kick
●	B	Front Sidekick

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Butterfly Knives Style Attacks (cont.)

PS2 Notation	Xbox Notation	Move
←+●	←+B	Spinning Dragon Kick
↓+●	↓+B	Low Spin Kick
■,×	X,A	Dragon Tooth
●,●	B,B	Snap Dragon Kicks
●,●,●	B,B,B	Black Dragon Tail
■,→+×	X,→+A	Butterfly Cut
←+■,←+▲	←+X,←+Y	Fire Twister
←+■,→+▲	←+X,→+Y	Full Motion

Butterfly Knives Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick
■,■,●	X,X,B	Shove It
×,×,×	A,A,A	Barrel Roll
×,×,●	A,A,B	Downward Spiral
×,×,■,■	A,A,X,X	It's All Over
■,■,×,×	X,X,A,A	Air Barrel
×,×,■,▲	A,A,X,Y	Back in Action
■,■,×,●	X,X,A,B	Boot Slam
×,×,■,●	A,A,X,B	Zero G

Butterfly Knives Style Attacks (cont.)

PS2 Notation	Xbox Notation	Move
R2	BLK	Mule Back Kick
↑,↑+■	↑,↑+X	Inner Rage
→,→+×	→,→+A	Fist of Power
←,→+●	←,→+B	Cannon Ball
→,→+▲	→,→+Y	Eye Laser

Best Combos

Crane: Flapping Attack, Hunting Prey (27% Damage)

Butterfly Knives: Full Motion, Full Motion (29% Damage)

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Butterfly Knives: Full Motion, Fire Twister, Cannon Ball (32% Damage)

Offensive Strategies

Kano is a punisher character type that fights best at midrange. He can punish very well using the Fist of Power, Eye Laser, or Cannon Ball. When you're up close, just wait for a blocked or parried attack and go for Full Motion or the Lifting High Kick for the best damage. You should also use Kano's Inner Rage as much as possible. The move lasts for five seconds and can be used only once every 15 seconds, but while active it increases Kano's attack damage. Use Inner Rage any time an opponent starts backing away from you to bait them into closing the distance gap again.

Defensive Strategies

On defense, the Lifting High Kick can be used after a parry or to punish most blocked unsafe attacks. If your opponent becomes overly cautious and backs away, you can punish from midrange, putting Kano on the offensive.

If the opponent attempts to corner you near a death trap or stage hazard, simply punish with the Mule Back Kick, Kano's throw, to switch sides with your opponent and give you a chance to utilize the environment to your advantage.

Best Match-Ups

Low Tier Characters

Punisher character types rely on the mistakes of their opponents to punish and inflict damage. One mistake, and an opponent loses one-third of the health bar. Low tier character types have few safe attacks. If almost any of their attacks are blocked, punisher characters can inflict a good amount of damage. Low tier characters have a low win ratio against punisher characters.

Worst Match-Ups

Poking Characters

Most punisher character types have trouble inflicting damage on opponents who play it very safe. Most of their attacks are built around countering blocked and missed attacks, and if you remove these two counter-attack options, punishers don't have much left to rely on. This is the primary reason poking character types give punishers a very hard time. The focus of a poking character is to play as safely as possible, using quick poking attacks. They also excel at close-range fighting, where missed attacks happen much less frequently. This greatly limits the offensive options available to punisher character types.

Best Stages

Kano fights best from close and mid-range. He also has several attacks that will knock an opponent into death traps and stage hazards. Try to fight on smaller stages that feature death traps to give Kano the best advantage. These stages include the Armory, Battle Arena, Falling Cliffs, Fire Well, Sky Temple, Wasteland, and Outworld Spire.

Worst Stages

The worst areas for Kano to fight are any of the larger stages that do not feature death traps. On these stages Kano use his punishing techniques properly, making it a very difficult fight. Avoid fighting on the Pyramid of Argus, Botan Jungle, Arctika, Lin Kuei Palace, Netherrealm Cliffs, and Edenian Ruins.

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Kenshi

Character Type: Punisher

Long ago Shang Tsung tricked Kenshi into releasing the souls of his ancestors from their tomb, and this left Kenshi blinded. Shang Tsung consumed the souls, and Kenshi allied with Jax and Sonya to get revenge. Shortly afterward he was stranded in Outworld and nearly killed by Mavado. Sub-Zero aided in his recovery and together they journeyed toward the portal back to Earth, with the evil Hotaru hot on their trail.

Character Rating

Offense: 6	Ground Kombat: 6
Defense: 7	Aerial Kombat: 5
Weapon: 7	Overall: 6

Tai Chi Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Mid Palm Strike
←+■	←+X	Rising Spade Hand
→+■	→+X	Pushing Hands
↓+■	↓+X	Fist Strike
▲	Y	Chopping Strike
←+▲	←+Y	Charging Wrist
↓+▲	↓+Y	Power Uppercut
×	A	Gut Slap
↓+×	↓+A	Low Kick
●	B	Spinning Roundhouse
←+●	←+B	Standing Shin Kick
↓+●	↓+B	Low Kick Strike
▲,▲	Y,Y	Furious Hands
×,×	A,A	Chained Strikes
▲,▲,▲	Y,Y,Y	Listen to the Sound
×,×,■	A,A,X	Feel the Power
×,×,←+■	A,A,←+X	Rising Spade
×,×,▲	A,A,Y	Strong Rhino
×,×,←+▲	A,A,←+Y	Power Wrist
,▲,●	Y,Y,B	Round Up
▲,▲,▲,L2	Y,Y,Y,L	Blind Lunatic

Tai Chi Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Dead Meat
■	X	Cyclone
▲	Y	Blue Sky
×	A	Hovering Strike
■,■	X,X	Jab Me
×,×	A,A	Air Waves
■,■,■	X,X,X	Take It
■,■,▲	X,X,Y	Red Sky
■,■,×	X,X,A	Wavelength
■,■,●	X,X,B	Fallen Hero

Katana Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Mid Slash
↓+■	↓+X	Ducking Blade
▲	Y	Body Slash
↑+▲	↑+Y	Pop Rock
↓+▲	↓+Y	Uppercut Blade
×	A	Turning Blade
←+×	←+A	Low Blade Swipe
↓+×	↓+A	Low Attack
●	B	Hard Pointy Blade
↓+●	↓+B	Low Ankle Attack
▲,▲	Y,Y	Fast Head Blows
×,×	A,A	Nightmare Slashes
▲,▲,■	Y,Y,X	Krazy Hype
▲,▲,×	Y,Y,A	Knee Shaker
▲,▲,●	Y,Y,B	Tumble Kombo
▲,▲,×,×	Y,Y,A,A	Dark Vision

Katana Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust
■,■,■	X,X,X	Fresh Air

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Katana Style Air Attacks (cont.)		
PS2 Notation	**Xbox Notation**	**Move**
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick
■,■,●	X,X,B	Shove It
×,×,×	A,A,A	Barrel Roll
×,×,●	A,A,B	Downward Spiral
×,×,■,■	A,A,X,X	It's All Over
■,■,×,×	X,X,A,A	Air Barrel
×,×,■,▲	A,A,X,Y	Back in Action
■,■,×,●	X,X,A,B	Boot Slam
×,×,■,●	A,A,X,B	Zero G

Special Moves		
PS2 Notation	**Xbox Notation**	**Move**
R2	BLK	Face Flat
←,↓,←+■	←,↓,←+X	Telekinetic Slam
↓,←+●	↓,←+B	Telekinetic Toss
→,→+▲	→,→+Y	Telekinetic Push
←,→+×	←,→+A	Tele-Flurry
↓,←+×	↓,←+A	Mind Warp

Best Combos

Tai Chi: Rising Spade Hand, Rising Spade Hand, Power Wrist (27% Damage)

Tai Chi: Rising Spade Hand, Rising Spade Hand, Blind Justice (25% Damage)

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Katana: Telekinetic Slam, Pop Rock, Tumble Kombo (23% Damage)

Tai Chi: Telekinetic Slam, Rising Spade Hand, Change Fighting Style, Tumble Kombo (22% Damage)

Katana: Pop Rock, Tumble Kombo (29% Damage)

Offensive Strategies

When Kenshi first appeared in *Deadly Alliance* he was thought to be the new Ermac. His attacks and color scheme were all very similar to Ermac's from *Ultimate MK3*. In *MK Armageddon* there are even more similarities: The two characters are both classified as punisher characters, and both excel at midrange punishing. Ermac has the overall edge over Kenshi with a better range of attacks that inflict greater damage, but Kenshi can hold his own.

It's difficult for Kenshi to get any offensive momentum going without being able to punish. Wait at midrange until your opponent misses an attack and reveals an opening. You can inflict slightly more damage using the Katana fighting style, which also gives you slightly more range when attacking, but the advantage is not great.

Your best punishing tool is the Telekinetic Slam, which you cannot use anywhere outside of midrange. If you use it too close to the opponent, you also won't be able to combo after it. This attack is limited in range, so stay right at midrange for maximum efficiency. From this range you can also punish with the Tele-Flurry, Telekinetic Push, or Telekinetic Toss.

If you happen to get out to maximum range, you can use the Mind Warp to instantly teleport directly in front of your opponent. This is very useful if your opponent tries to use a projectile attack from maximum range. Using the Mind Warp as soon as you see the projectile attack gives you plenty of time to punish from close range with Pop Rock or Rising Spade Hand, depending on your fighting style.

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Defensive Strategies

On defense Kenshi has to play the waiting game. Stay in the Katana fighting style and poke low with the Low Blade Swipe and Low Ankle Attack. If you get cornered near a death trap or stage hazard, use the Telekinetic Toss to switch sides with your opponent or the Telekinetic Push to move your foe back and get some breathing room.

After a blocked unsafe attack or parry, go right into Pop Rock and the following combo to inflict the most damage. While you're baiting for a parry, you can use the Tele-Flurry from midrange or slightly beyond. The attack executes quickly and gives your opponent little time to counterattack if it's blocked or evaded.

Best Match-Ups

Low Tier Characters

Punisher character types rely on the mistakes of their opponents to punish and inflict damage. One mistake, and an opponent loses one-third of the health bar. Low tier character types have very few safe attacks, if any. If almost any of their attacks are blocked, punisher characters can inflict a good amount of damage. Low tier characters have a low win ratio against punisher type characters.

Worst Match-Ups

Poking Characters

Most punisher character types have trouble inflicting damage on opponents who play it very safe. Most of their attacks are built around countering blocked and missed attacks, and if you remove these two counter-attack options, punishers don't have much left to rely on. This is the primary reason poking character types give punishers a very hard time. The focus of a poking character is to play as safely as possible, using quick poking attacks. They also excel at close-range fighting, where missed attacks happen much less frequently. This greatly limits the offensive options available to punisher character types.

Best Stages

Kenshi works best when he has a little bit of room to maneuver, but not a lot. He fights best at midrange and has several attacks that can reposition the opponent. This favors smaller areas that feature death traps. Try to fight in the Armory, Battle Arena, Bell Tower, Evil Tower, Fire Well, and Lumber Mill.

Worst Stages

On smaller stages Kenshi can maneuver well, but most of his attacks that reposition the opponent do not inflict much damage. If he has a death trap to work with, the amount of damage inflicted does not matter. On smaller stages that have no death traps, Kenshi will struggle. Avoid fighting in the Chamber of Daegon, Shao Kahn's Throne Room, Reiko's War Room, Reptile's Lair, Tekunin Prison, and Meteor Storm.

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Kintaro

Character Type: Punisher

After Goro's defeat, Kintaro steps up to take control over Shao Kahn's armies. He has vowed to get revenge on the Earth Realm warriors for Goro's defeat. Under Shao Kahn's orders, he leads the second invasion of Edenia. He also serves as one of Shao Kahn's bodyguards.

Character Rating

Offense: 7	Ground Kombat: 4
Defense: 6	Aerial Kombat: 7
Weapon: 7	Overall: 6

Tiger Fist Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Hammer It Home
↓+■	↓+X	Low Punch
▲	Y	Hook Punch
←+▲	←+Y	Vicious Swing
↓+▲	↓+Y	Uppercut Slap
×	A	Hunter Kick
←+×	←+A	Spinning Kin Kick
↓+×	↓+A	Low Creeping Kick
●	B	Face Flat
↓+●	↓+B	Long Reach Poke
■,▲	X,Y	Angry Slap
■,×	X,A	Shokan Nitrokick
■,●	X,B	Hard Face Hit
■,●,L2	X,B,L	Beast Kontrol

Saber Teeth Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Chest Slash
↓+■	↓+X	Low Thigh Cut
▲	Y	Saber Tooth Scratch
↓+▲	↓+Y	Uppercut
×	A	Power Elbow
↓+×	↓+A	Low Tap
●	B	Kintaro's Point
←+●	←+B	Claw Trip
↓+●	↓+B	Low Stun Kick
●,▲	B,Y	Saber Tooth Bite
●,●	B,B	Saber Jab
●,▲,■	B,Y,X	Damage Teeth
●,●,■	B,B,X	Wrath of Pain
●,●,×	B,B,A	Kintaro's Edge
●,●,●	B,B,B	3-Hit Claws

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Throw
↓,←+■	↓,←+X	Breathe
↓,→+■	↓,→+X	Grab

Best Combos

Tiger Fist: Vicious Swing, Change Fighting Style, Damage Teeth (35% Damage)

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Tiger Fist: Hard Face Hit, Change Fighting Style, Damage Teeth (31% Damage)

Saber Teeth: Breathe, Damage Teeth (39% Damage)

Saber Teeth: Power Elbow, Damage Teeth (29% Damage)

Offensive Strategies

Kintaro was originally a sub-boss. Now he's a playable character, and he has lost a bit of his power. Unlike some of the other boss characters, Kintaro cannot rely on damage to get him through a match. Use his good attacks to come out victorious.

At close range, one of Kintaro's best attacks is the Beasty Toss throw. This is one of the most damaging throws in the game, clocking in at 18 percent damage. That's only half the damage of his combos, but throws cannot be blocked, so use it as much as you can.

At midrange, change to Saber Teeth style and wait for an opening to use Kintaro's Breathe attack. Bait with the Low Tap, which has deceptive range. Be cautious when using the Low Tap or Breathe attacks; if you miss, both leave Kintaro vulnerable for some time. After a successful Breathe, you can go right into Kintaro's most damaging combo and take 39 percent of your opponent's health.

Defensive Strategies

On defense, Kintaro is stuck between a rock and a hard place. As a former boss character, Kintaro takes less damage per hit than normal characters, can't be thrown by normal characters and cannot be knocked down by special moves. Unfortunately, Kintaro doesn't have the offensive power that some of the other boss characters possess to supplement his natural defensive abilities. In fact, the best combo Kintaro has only inflicts 39 percent damage and is effective only if your opponent misses an attack.

Play defense in the same way you play offense. If you can get away from your opponent, stay at midrange and use the Low Tap to trip up your opponent. Bait for a parry and follow it up with the Power Elbow and the accompanying combo. At close range, block and counter with Kintaro's throw when you see an opening. Most of Kintaro's attacks are unsafe when blocked, so use the throw when you're in close.

Best Match-Ups

Low Tier Characters

Punisher character types rely on the mistakes of their opponents to punish and inflict damage. One mistake, and one-third of an opponent's health bar is gone. Low tier character types have few safe attacks, if any. If any of their attacks is blocked, a punisher character can inflict a good amount of damage. Low tier characters have a low win ratio against punisher characters.

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Worst Match-Ups

Poking Characters

Most punisher character types have trouble inflicting damage on opponents who play it safe. Most of their attacks are built around countering blocked and missed attacks, and if you remove these two counterattack options, punishers don't have much left on which to rely. This is the primary reason poking character types give punishers a hard time. The focus of a poking character is to play safely, using quick poking attacks. They also excel at close-range fighting, where missed attacks happen less frequently. This limits the offensive options available to punisher characters.

Best Stages

Kintaro is not good up close; you need room to maneuver if you're going to use him. Because Kintaro can't take half of the opponent's health with one combo, death traps can are helpful to him. Kintaro's best stages are those that have a lot of area to move around in and feature death traps. For the best chance at success with Kintaro, fight on the Bell Tower or Subway.

Worst Stages

In small stages where Kintaro doesn't have room to position himself, it's difficult to mount an effective offense. When a death trap is included in the equation, it becomes more difficult for Kintaro to come away with a victory. Avoid fighting in the Armory, Battle Arena, Falling Cliffs, Fire Well, Sky Temple, Wasteland, and Outworld Spire.

Kira

kira.jpg

Character Type: Low Tier

Kira was the first new recruit of Kabal's resurrected Black Dragon clan. Kabal saw in her a calculated ruthlessness that the clan had previously been lacking. Kira will help the clan bring the world to its knees, but first she must travel to Outworld to test her might against the Dragon King's foes.

Character Rating

Offense: 4	Ground Kombat: 4
Defense: 3	Aerial Kombat: 3
Weapon: 5	Overall: 4

Yuan Yang Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Open Handed Strike
→+■	→+X	Strong Fist
↓+■	↓+X	Low Punch
▲	Y	Dual Duck Strike
↓+▲	↓+Y	War Hammer Uppercut
✕	1	Roundhouse Thrust
↑+✕	W+1	Lifting Leg
↓+✕	↓+A	Mandarin Kick
●	B	Duckling Strike

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Yuan Yang Style Ground Attacks (cont.)

PS2 Notation	Xbox Notation	Move
←+●	←+B	Frozen Wind
↓+●	↓+B	Chill Foot
■,■	X,X	Cold Fingers
■,▲	X,Y	Mandarin Fists
●,●	B,B	Funny Boots
■,■,↑+✕	X,X,↑+A	Mandarin Duck Legs
●,●,■	B,B,X	Red Kira
●,●,→+■	B,B,→+X	Evil Presence
●,●,✕	B,B,A	Deadly Decoy
●,●,↑+✕	B,B,↑+A	Mountain Air
●,●,■,■	B,B,X,X	Ice Fists
●,●,■,▲	B,B,X,Y	Hard Core Fighter
■,▲,L2	X,Y,L	Aussie Hunter

Yuan Yang Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Flip Throw
■	X	War Cry
▲	Y	Smash Down
✕	A	Gut Kick
■,■	X,X	Downward Swat
■,■,■	X,X,X	Downward End
■,■,▲	X,X,Y	Swipe
■,■,✕	X,X,A	Hovering Kick
✕,✕,■	A,A,X	Swat Team
✕,✕,▲	A,A,Y	Power Down
■,■,●	X,X,B	Crashing Wind
✕,✕,✕	A,A,A	Spinning Wheels
✕,✕,●	A,A,B	End Times
✕,✕,■,■	A,A,X,X	Downtime
■,■,✕,✕	X,X,A,A	Pinwheel
■,■,✕,●	X,X,A,B	Bounceback
✕,✕,■,●	A,A,X,B	This is the End

Dragon Teeth Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Forward Chest Slashes
←+■	←+X	Downward Circling Sword
↓+■	↓+X	Low Upward Knife
▲	Y	Rising Dragon Teeth
←+▲	←+Y	Upward Circling Teeth
↓+▲	↓+Y	Uppercut
✕	A	Frontal Stab
↑+✕	↑+A	Tippy Toe Stab
→+✕	→+A	Dragon Push
↓+✕	↓+A	Low Tippy Kick
●	B	Front Sidekick
←+●	←+B	Spinning Dragon Kick
↓+●	↓+B	Low Spin Kick
■,✕	X,A	Dragon Tooth
●,●	B,B	Snap Dragon Kicks
●,●,●	B,B,B	Black Dragon Tail

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Dragon Teeth Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick
■,■,●	X,X,B	Shove It
×,×,×	A,A,A	Barrel Roll
×,×,●	A,A,B	Downward Spiral
×,×,■,■	A,A,X,X	It's All Over
■,■,×,×	X,X,A,A	Air Barrel
×,×,■,▲	A,A,X,Y	Back in Action
■,■,×,●	X,X,A,B	Boot Slam
×,×,■,●	A,A,X,B	Zero G

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Aussie Bulldog
←,→+●	←,→+B	Black Dragon Ball
←,→+■	←,→+X	Kiss of Death
↓,→+×	↓,→+A	Nightshade

Best Combos

[**Yuan Yang:** Aussie Hunter, Change Fighting Style, Aussie Hunter (25% Damage) .Aussie Hunter changes fighting styles automatically. You must change back to Yuan Yang before continuing with the rest of the combo.

Yuan Yang: Aussie Hunter, Rising Dragon Teeth, Dragon Tooth (25% Damage)

Dragon Teeth: Rising Dragon Teeth, Dragon Tooth (22% Damage)

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Offensive Strategies

Kira plays like a cross between Kano and Sonya. She would be classified as a poking or punisher character, but she doesn't have Sonya's superior poking ability or Kano's death combo. Kira is a low tier character and is difficult to win with. Her best offensive tool is the Black Dragon Ball, which you can use to punish from midrange. It reaches farther than midrange, but the farther out you are, the easier it is to block, because it does not execute quickly.

At close range, Kira can punish with Aussie Hunter, followed by a combo. The combo does not inflict much damage, but it's the best Kira has. If you catch an opponent near a wall, use the Aussie Hunter, Rising Dragon Teeth, Dragon Tooth combo, followed by the Black Dragon Ball for 28 percent damage instead of the normal 25 percent. This works only near a wall, but Kira needs all the extra damage she can get.

Defensive Strategies

Defensively, Kira is better off than she is on offense. At midrange, Kira can punish missed attacks with the Black Dragon Ball, or bait for a parry and punish with Aussie Hunter or Rising Dragon Teeth. You can also use Aussie Hunter and Rising Dragon Teeth for close-range punishment after a blocked unsafe attack. Do not use Kira's throw to punish at close range, because it leaves her right next to the opponent and vulnerable to counterattack.

From beyond midrange, Kira can use the Kiss of Death to catch an opponent jumping toward her. Like the Black Dragon Ball, the Kiss of Death does not execute quickly, so restrict its use to defending against a jumping opponent. The Black Dragon Ball can also be used against a jumping opponent, but the Kiss of Death stuns, allowing Kira to perform a combo for more damage than the Black Dragon Ball would inflict.

Best Match-Ups

Low Tier Characters

Unfortunately for low tier character types, they have a hard time fighting against every other character type. Other low tier character types are their best match-ups, because they are evenly matched. In a battle between low tier character types, the winner is the character who can wait the longest. Most low tier character types have few safe attacks, so whoever gets the first block or parry will be able to counterattack and inflict damage.

Worst Match-Ups

Power Characters

While low tier character types have a hard time against every other character type, they have the hardest time against power characters. A low tier character who is forced to attack can be punished only to a certain extent by most other character types, but a power character can inflict upward of 50 percent damage with one counter-attack. This can devastate a low tier character.

Best Stages

While Kira can punish jumping opponents from long range, she performs best at close and midrange. Even at these distances, she has a hard time taking advantage of death traps. Fighting on small stages with no death traps gives Kira the best environment for victory. Fight on Meteor Storm, Reptile's Lair, Soul Chamber, Reiko's War Room, Shao Kahn's Throne Room, and Chamber of Daegon.

Worst Stages

Kira performs poorly on large stages with death traps. In these areas, she has a hard time catching the opponent and inflicting damage, while the opponent can corner Kira near a death trap and use it against her. Avoid fighting on Hell's Foundry, Subway, and Bell Tower.

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Kitana

Character Type: Low Tier

Princess Kitana successfully freed her realm of Edenia from the Emperor Shao Kahn, only to be threatened by his former subordinates, Shang Tsung and Quan Chi. She fell in battle to the deadly alliance but was resurrected by the Dragon King, Onaga. Kitana now serves as one of his personal bodyguards.

Character Rating

Offense: 4	Ground Kombat: 4
Defense: 5	Aerial Kombat: 5
Weapon: 4	Overall: 4

Ba Gua Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Ox Tongue Palm
←+■	←+X	Power Palm
↓+■	↓+X	Dragon Elbow
▲	Y	Hooking Strike
←+▲	←+Y	Spear Hand Thrust
↓+▲	↓+Y	Heavenly Uppercut
×	A	Spinning Force
→+×	→+A	Lamp Shade
↓+×	↓+A	Low Jagged Kick
●	B	Stepping Side Kick
←+●	←+B	Swinging Sweep
↑+●	↑+B	Horse Kick
↓+●	↓+B	Low Turning Kick
■,■	X,X	Duo Twins
■,▲	X,Y	Fly Girl
▲,▲	Y,Y	Chin Strikes
■,×	X,A	Stomach Pain
■,▲,▲	X,Y,Y	Plaster
■,■,×	X,X,A	Forceful Palms
▲,▲,×	Y,Y,A	Face Scrape
■,×,→+×	X,A,→+A	Art of Overkill

Ba Gua Style Ground Attacks (cont.)

PS2 Notation	Xbox Notation	Move
▲,▲,●	Y,Y,B	Bagua Blast
■,▲,▲,×	X,Y,Y,A	Busted Nails
■,▲,▲,●	X,Y,Y,B	Dark Vengence
■,×,L2	X,A,L	Savage Sun

Ba Gua Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Flip Throw
■	X	War Cry
▲	Y	Smash Down
×	A	Gut Kick
■,■	X,X	Downward Swat
■,■,■	X,X,X	Downward End
■,■,▲	X,X,Y	Swipe
■,■,×	X,X,A	Hovering Kick
×,×,■	A,A,X	Swat Team
×,×,▲	A,A,Y	Power Down
■,■,●	X,X,B	Crashing Wind
×,×,×	A,A,A	Spinning Wheels
×,×,●	A,A,B	End Times
×,×,■,■	A,A,X,X	Downtime
■,■,×,×	X,X,A,A	Pinwheel
■,■,×,●	X,X,A,B	Bounceback
×,×,■,●	A,A,X,B	This is the End

Steel Fan Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Hooking Fan
→+■	→+X	Chest Strike
↓+■	↓+X	Low Stab
▲	Y	Fan Swipe
←+▲	←+Y	Sky Strike
→+▲	→+Y	Fan Smash
↓+▲	↓+Y	Upward Strike
×	A	Piercing Kick
↓+×	↓+A	Downward Strike
●	B	Neck Thrust
↓+●	↓+B	Low Swipe
■,■	X,X	Swooshing Air

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Steel Fan Style Attacks (cont.)

PS2 Notation	Xbox Notation	Move
▲,▲	Y,Y	Fan Frenzy
×,→+■	A,→+X	Kirin Smash
×,×	A,A	Princess Blast
■,■,←+▲	X,X,←+Y	Sky High Left
▲,▲,→+■	Y,Y,→+X	Stabby Fans
▲,▲,▲	Y,Y,Y	Bootlicker
▲,▲,▲,→+▲	Y,Y,Y,→+Y	Psycho Fans
▲,▲,▲,←+●	Y,Y,Y,←+B	Low Poke

Steel Fan Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick
■,■,●	X,X,B	Shove It
×,×,×	A,A,A	Barrel Roll
×,×,●	A,A,B	Downward Spiral
×,×,■,■	A,A,X,X	It's All Over
■,■,×,×	X,X,A,A	Air Barrel
×,×,■,▲	A,A,X,Y	Back in Action
■,■,×,●	X,X,A,B	Boot Slam
×,×,■,●	A,A,X,B	Zero G

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Flip Kick Grab
←,→+×	←,→+A	Pretty Kick
←,→+■	←,→+X	Fan Lift
←,→+▲	←,→+Y	Ground Fan
←,→+●	←,→+B	Pixie Dust Teleport
↓,←+▲	↓,←+Y	Square Wave Punch

Best Combos

Ba Gua: Horse Kick, Busted Nails (33% Damage)

Steel Fan: Sky High Left, Psycho Fans (31% Damage)

Steel Fan: Fan Lift, Psycho Fans (25% Damage). This combo can be done exactly the same way from the Ba Gua fighting style.

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Offensive Strategies

Kitana is a tough character to win with. Like many of the other low tier character types, she's lacking in almost every aspect. The Fan Lift can hit from midrange and holds the opponent in the air for a combo, but inflicts only 25 percent damage. You'd be better off getting up close and using the Horse Kick or Sky High Left to punish a blocked attack. The combos that follow these two attacks inflict more damage than anything you can get from the Fan Lift.

From a distance, toss out the Ground Fan if your opponent is remaining stationary. You can also punish from midrange with the Pretty Kick. The range on the Pretty Kick is actually a little farther than midrange, but it's very slow to execute and your opponent can easily see it coming.

Defensive Strategies

Kitana is a little better off on defense than she is on offense, but she's still lacking when compared to many of the other characters. She owns the air with the Fan Lift and Square Wave Punch. Both of these attacks will knock an opponent out of the air. The Fan Lift connects from midrange and allows you to follow up with a combo.

The Square Wave Punch connects from anywhere on the screen and can also get you out of a dangerous corner trap if you're near a death trap or stage hazard. But the Pixie Dust Teleport may be the better choice when it comes to escaping a death trap. It teleports Kitana directly behind the opponent, allowing her to counterattack and knock her foe into the death trap.

After a blocked unsafe attack or a successful parry, use the Horse Kick or Sky Fan Left to inflict the most damage. While you're trying to bait for a parry, use the Fan Lift or Pretty Kick to punish missed attacks from midrange.

Best Match-Ups

Low Tier Characters

Unfortunately for low tier character types, they have a hard time fighting against every other character type. Other low tier character types are their best match-ups, because they are evenly matched. In a battle between low tier character types, the winner is the character who can wait the longest. Most low tier character types have very few safe attacks, so whoever gets the first block or parry will be able to counterattack and inflict damage.

Worst Match-Ups

Power Characters

While low tier character types have a hard time against pretty much every other character type, they have the hardest time against power characters. A low tier character who is forced to attack can be punished only to a certain extent by most other character types. But a power character can inflict upward of 50 percent damage with a single counterattack. This can devastate a low tier character.

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Best Stages

Kitana excels on one stage and one stage only, Falling Cliffs. On this stage, Kitana can use the Square Wave Punch and Pixie Dust Teleport to switch positions with the opponent. If used at close-range, the Square Wave Punch leaves Kitana a safe distance away from the opponent, while the Pixie Dust Teleport places Kitana directly behind the opponent for an easy combo into the death trap below. The Fan Lift and Pretty Kick can also be used to punish missed attacks and knock opponents into the death trap.

Worst Stages

For the most part, any stage other than Falling Cliffs is a bad stage for Kitana. Of those, the worst are the areas with no death traps. Kitana has attacks that can be used from a variety of distances, but she can have trouble inflicting damage from outside of close-range. In stages with death traps, she can use her position-changing attacks and capitalize on the situation. Remove the death trap and Kitana has nothing to rely on. Avoid fighting on Pyramid of Argus, Botan Jungle, Arctika, Lin Kuei Palace, Netherrealm Cliffs, and Edenian Ruins.

Kobra

Character Type: Punisher

Kobra sought to test his combat skill. Once he killed his first opponent, however, the thrill overtook him and victory was his obsession. Kabal recognized the potential of Kobra's brutal nature and rescued him from police custody, enlisting him into the new Black Dragon.

Character Rating

Offense: 7	Ground Kombat: 7
Defense: 7	Aerial Kombat: 6
Weapon: 6	Overall: 7

Kickboxing Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Iron Fist
↓+■	↓+X	Ducking Quick Jab
▲	Y	Face Jab
←+▲	←+Y	Cross Attack
↑+▲	↑+Y	Chin Lifter
↓+▲	↓+Y	Dual Fist Uppercut
×	A	Head Kick
←+×	←+A	Thigh Kick
↓+×	↓+A	Grounded Kick
●	B	Heel Kick
←+●	←+B	Hooking Sweep
↓+●	↓+B	Shin Stomp
■,▲	X,Y	Ring Out
■,←+▲	X,←+Y	Speedy Strikes
■,↑+▲	X,↑+Y	The Champ
▲,▲	Y,Y	Bashing Hands
■,×	X,A	Powerman
←+×,×	←+A,A	High Thai Kick
■,●	X,B	Killer Legs
■,▲,▲	X,Y,Y	Krazy Fists
▲,▲,▲	Y,Y,Y	Uber Punches
▲,▲,←+▲	Y,Y,←+Y	Strong Punches
▲,▲,×	Y,Y,A	Lightning Fast
■,×,L2	X,A,L	Evil Earth Warrior

Kickboxing Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Dead Meat
■	X	Cyclone
▲	Y	Blue Sky
×	A	Hovering Strike
■,■	X,X	Jab Me
×,×	A,A	Air Waves
■,■,■	X,X,X	Take It
■,■,▲	X,X,Y	Red Sky
■,■,×	X,X,A	Wavelength
■,■,●	X,X,B	Fallen Hero

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Machete Style Attacks

PS2 Notation	Xbox Notation	Move
■	3	Chest Slash
←+■	←+X	Head Slicer
→+■	→+X	Eye Poke
↓+■	↓+X	Low Thigh Slash
▲	Y	Down the Middle
←+▲	←+Y	Dancing Doom
↑+▲	↑+Y	Assault
↓+▲	↓+Y	Rising Uplift
×	A	Reverse Blade
←+×	←+A	Low Slash
↑+×	↑+A	Neck Thruster
→+×	→+A	Target Practice
↓+×	↓+A	Low Quick Stab
●	B	Pelvis Kick
↑+●	↑+B	Twisting Gut Cut
↓+●	↓+B	Mid-Section Pain
■,■	X,X	Twin Swipes
→+■,■	→+X,X	Fast Enough
▲,▲	Y,Y	The X Slash
×,●	A,B	War Kick
→+■,■,■	→+X,X,X	Fast Hands
×,●,▲	A,B,Y	King Thunder
→+■,■,■,■	→+X,X,X,X	Extreme Fists

Machete Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick
■,■,●	X,X,B	Shove It
×,×,×	A,A,A	Barrel Roll
×,×,●	A,A,B	Downward Spiral

Machete Style Air Attacks (cont.)

PS2 Notation	Xbox Notation	Move
×,×,■,■	A,A,X,X	It's All Over
■,■,×,×	X,X,A,A	Air Barrel
×,×,■,▲	A,A,X,Y	Back in Action
■,■,×,●	X,X,A,B	Boot Slam
×,×,■,●	A,A,X,B	Zero G

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	One, Two, Three
↓,←+●	↓,←+B	Windmill Kick
↓,→+▲	↓,→+Y	Burning Fist
↓,←+▲	↓,←+Y	Tele-Punch
↓,→+■	↓,→+X	Chi-Blast
↓,←+■	↓,←+X	Crouching Chi-Blast

Best Combos

Kickboxing: Windmill Kick, Evil Earth Warrior (26% Damage)

Kickboxing: Windmill Kick, Strong Punches (24% Damage)

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Kickboxing: Chin Lifter, Evil Earth Warrior (24% Damage)

Machete: Assault, King Thunder (28% Damage)

Machete: Windmill Kick, King Thunder (25% Damage)

Offensive Strategies

Kobra is a punisher character, but he cannot inflict a great deal of damage with any one attack or combo. He fights best from midrange where he can punish with the Windmill Kick and accompanying combo. The Windmill Kick isn't his fastest attack, but, with proper timing, it can still punish missed attacks. If you need something faster to punish with, use the Burning Fist from midrange as a quick punishing tool. You can also use mix-up from midrange or maximum range with the Crouching Chi-Blast and the Chi-Blast. The Crouching Chi-Blast connects low and executes faster than the normal Chi-Blast.

When fighting from across the screen at maximum range, use the Chi-Blast mix-up and punish with Kobra's Tele-Punch. Kobra also switches sides with the opponent when he uses the Tele-Punch, so it can get you out of corner traps when needed.

If your opponent gets close to you, change to the Machete fighting style to get the most damage out of your melee attacks. In this style, punish with Assault and the following combo.

Defensive Strategies

On defense, stay in the Machete fighting style and use the Low Slash and Twisting Gut Cut to attack your opponent low. The Twisting Gut Cut has a built-in sidestep that evades many attacks. Connecting with either attack allows you to jump back and start your offense from midrange.

When you hit a parry or block an unsafe attack, go right into Assault to get the most damage out of the situation. If you're caught near a death trap and your opponent isn't letting up, use the Burning Punch to quickly push your foe back or the Tele-Punch to change sides. The Burning Punch executes faster and can catch opponents off guard, but if it's blocked you're in trouble. If you can't find an opening to use it, stick with the Tele-Punch to ensure you won't get knocked into a death trap.

Best Match-Ups

Low Tier Characters

Punisher character types rely on the mistakes of their opponents to punish and inflict damage. One mistake, and an opponent loses one-third of the health bar. Low tier character types have few safe attacks, if any. If almost any of their attacks are blocked, punisher characters can inflict a good amount of damage. Kobra may not be able to inflict as much damage as some of the other punisher characters, but he is still favored in this match-up.

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Worst Match-Ups

Poking Characters

Most punisher character types have trouble inflicting damage on opponents who play it very safe. Most of their attacks are built around countering blocked and missed attacks, and if you remove these two counter-attack options, punishers don't have much left to rely on. This is the primary reason poking character types give punishers a very hard time. The focus of a poking character is to play as safely as possible, using quick poking attacks. They also excel at close-range fighting, where missed attacks happen much less frequently. This greatly limits the offensive options available to punisher character types.

Best Stages

Kobra is at his best when he can attack from all ranges. He will have a slight advantage over most opponents on larger stages. At the same time, he can evade death traps with his Tele-Punch, so large stages with death traps put Kobra in the best position to win. Fight on Hell's Foundry and the Subway for best results.

Worst Stages

While Kobra can inflict the most damage at close range, his damage potential is lower than that of most punisher characters. If he cannot back up to maximum and midrange, Kobra is at a disadvantage. When fighting on small stages that have no death trap to take advantage of, Kobra has a much lower chance of winning. Avoid Meteor Storm, Tekunin Prison, Reptile's Lair, Reiko's War Room, Shao Kahn's Throne, and Chamber of Daegon.

Kung Lao

Character Type: Punisher

A former Shaolin monk and member of the White Lotus Society, Kung Lao is the last descendent of the great Kung Lao, whom Goro defeated 500 years ago. He was the first to discover the body of his longtime friend Liu Kang. Having traveled to Outworld to train with Master Bo Rai Cho, Kung Lao sought to avenge Liu Kang's death by defeating his killer, Shang Tsung.

Character Rating

Offense: 7	Ground Kombat: 6
Defense: 7	Aerial Kombat: 6
Weapon: 7	Overall: 7

Shaolin Fist Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Center Punch
→+■	→+X	Stone Cracker
↓+■	↓+X	Ducking Iron Fist
▲	Y	Shaolin Parry
←+▲	←+Y	Upward Temple
→+▲	→+Y	Cement Blaster
↓+▲	↓+Y	Axe Handle
×	A	Stomach Pain
↓+×	↓+A	Low Steel Foot
●	B	Turning Kick
←+●	←+B	Steel Leg Trip
↓+●	↓+B	Spinning Low Kick
■,■	X,X	Open Air
×,×	A,A	Combo Kicks
■,■,■	X,X,X	Strong Horse
■,■,←+▲	X,X,←+Y	Sacred Style
■,■,×	X,X,A	Mid-Section Blows
■,■,●	X,X,B	Punishment
■,■,×,×	X,X,A,A	Gifted Warrior
■,■,×,●	X,X,A,B	Golden Power
■,■,×,L2	X,X,A,L	Strong Monkey

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Shaolin Fist Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Dead Meat
■	X	Cyclone
▲	Y	Blue Sky
×	A	Hovering Strike
■,■	X,X	Jab Me
×,×	A,A	Air Waves
■,■,■	X,X,X	Take It
■,■,▲	X,X,Y	Red Sky
■,■,×	X,X,A	Wavelength
■,■,●	X,X,B	Fallen Hero

Broadsword Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Quick Cross
→+■	→+X	Dao Spin
↓+■	↓+X	Thigh Slash
▲	Y	Upward Wind
←+▲	←+Y	Upward Launcher
↓+▲	↓+Y	Double Handed Slash
×	A	Melon Cutter
←+×	←+A	Tornado Cutter
→+×	→+A	Crouching Cyclone
↓+×	↓+A	Long Ranged Stab
●	B	Chest Stab
→+●	→+B	Slice and Dice
↓+●	↓+B	Foot Chopper
■,■	X,X	Whirl Blades
■,■,▲	X,X,Y	Haze Blade
■,■,→+×	X,X,→+A	Tiger Slashes

Broadsword Style Air Attacks

■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust

Broadsword Style Air Attacks (cont.)

■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick
■,■,●	X,X,B	Shove It
×,×,×	A,A,A	Barrel Roll
×,×,●	A,A,B	Downward Spiral
×,×,■,■	A,A,X,X	It's All Over
■,■,×,×	X,X,A,A	Air Barrel
×,×,■,▲	A,A,X,Y	Back in Action
■,■,×,●	X,X,A,B	Boot Slam
×,×,■,●	A,A,X,B	Zero G

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Chest Kicks
↓,←+×	↓,←+A	Whirlwind Kicks
←,→+■	←,→+X	Hat Throw
↓,↑+▲	↓,↑+Y	Wind Teleport
↓,↑+▲,■	↓,↑+Y,X	Wind Teleport Hand Bash
↓,↑+▲,▲	↓,↑+Y,Y	Wind Teleport Fist Smash
↓,↑+▲,×	↓,↑+Y,A	Wind Teleport Face Kick
↓,↑+▲,●	↓,↑+Y,B	Wind Teleport Kick
↓+×	↓+A	Air Dive Kick (in air)

Best Combos

Shaolin Fist: Strong Monkey, Tiger Slashes (35% Damage)

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Broadsword: Tornado Cutter, Upward Launcher, Tiger Slashes (36% Damage)

Broadsword: Upward Launcher, Upward Launcher, Tiger Slashes (36% Damage)

Broadsword: Wind Teleport Hand Bash, Upward Launcher, Tiger Slashes(29% Damage)
You can use the Wind Teleport Fist Smash in place of the Wind Teleport Hand Bash.

Offensive Strategies

Kung Lao is classified as a punisher character type, but he's also a borderline ranged character. Kung Lao's main punishment tools are the Wind Teleport Hand Bash and Wind Teleport Fist Smash. Both of these attacks can punish an opponent from anywhere on the screen and combo them for up to 29 percent damage. Other punishing characters can get more damage off their punishing attacks, but not many can get that kind of damage punishing from any range.

Neither teleport attacks is safe when blocked, but Kung Lao can delay the attack or use the Wind Teleport with no attack at all, so it is a difficult attack to punish. Any time your opponent flinches, use one of these attacks. Stay in the Broadsword fighting style when you're outside of close range to inflict the most damage when you use either teleport attack.

From midrange, Kung Lao can punish with the Whirlwind Kicks. In addition, if an opponent is trying to knock Kung Lao out of the air, the Air Dive Kick will make them think twice. When up close, wait for an opening to punish and use the Upward Launcher or Tornado Cutter after a parry or a blocked unsafe attack, and the following combos for decent damage. The Tornado Cutter hits low and can also be used to catch your opponent off guard in addition to using it for punishing.

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At close range use the Shaolin Parry to confuse your opponent and stun them. The Shaolin Parry works just like a normal parry except that the frame window to parry an attack is slightly shorter. This means you'll have to time the Shaolin Parry a little more carefully. However, to compensate, the Shaolin Parry will inflict damage while the normal parry will not. In addition, you can use the Shaolin Parry immediately after a blocked attack and potentially catch your opponent's counterattack.

Defensive Strategies

When on defense, keep your distance and you will be fine. Up close, Kung Lao can use the normal parry or the Shaolin Parry, but he still has a difficult fight, especially against poking characters. Use the Chest Kicks throw if you can't find an opening in which to use the Upward Launcher or Tornado Cutter. The throw executes faster than the Upward Launcher or Tornado Cutter and knocks the opponent back, giving you the room you need to start your offense again.

Best Match-Ups

Ranged Characters

Unlike most other punisher character types, Kung Lao excels at fighting against ranged characters. His various teleport attacks can punish an opponent from anywhere on the screen, making it difficult for a ranged character to use any primary attacks. Even at midrange, Kung Lao can use the Whirlwind Kicks or his teleport attacks to punish ranged characters who excel at that range. Up close, Kung Lao can inflict the most damage, and ranged characters will be at their worst.

Worst Match-Ups

Poking Characters

Most punisher character types have trouble inflicting damage on opponents who play it safe. Their attacks are built around countering blocked and missed attacks, and if you remove these two counterattack options, punishers don't have much left to rely on. This is the primary reason poking character types give punishers a hard time. The focus of a poking character is to play safely, using quick poking attacks. They also excel at close-range fighting, where missed attacks happen less frequently. This limits the offensive options available to punisher character types.

Best Stages

Because of Kung Lao's various teleport attacks, he fights well on large stages with death traps. Because he can teleport to the opponent's other side, it's difficult to trap Kung Lao near a death trap. At midrange, his Whirlwind Kicks will knock an opponent into a death trap, and the combos from his teleport attacks can do the same from anywhere on the stage. Kung Lao is at his best when fighting in Hell's Foundry or the Subway.

Worst Stages

Smaller stages that have no death traps make it more difficult for Kung Lao to get into his offensive flow. He'll have a hard time getting to his optimum range and his teleport attacks won't be as effective without a death trap or ample range. Avoid fighting on Meteor Storm, Reptile's Lair, Reiko's War Room, Chamber of Daegon, and Shao Kahn's Throne Room.

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Li Mei

Character Type: Low Tier

Emerging as the victor of Shang Tsung and Quan Chi's fake tournament, Li Mei fell victim to their evil plans, and her soul was transplanted into the ancient soldier's mummified remains. Although rescued from this fate by Bo Rai Cho, Li Mei has been tainted by the warrior corpse her soul temporarily inhabited.

Character Rating

Offense: 5	Ground Kombat: 5
Defense: 4	Aerial Kombat: 5
Weapon: 6	Overall: 4

Lui He Ba Fa Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Sideward Palm
←+■	←+X	Hammer Palm
↑+■	↑+X	Heel Palm Strike
↓+■	↓+X	Needle Fingers
↓+▲	↓+Y	Uppercut
×	A	Leap Back Kick
←+×	←+A	Sweeping Kick
↓+×	↓+A	Quick Back Sweep
●	B	Swinging Elbow
↓+●	↓+B	Walking Heels
■,■	X,X	Fury Palms
■,■,■	X,X,X	Extreme Fists
■,■,▲	X,X,Y	Open Fist Strike
■,■,×	X,X,A	Swiftness
■,■,←+●	X,X,←+B	Lifting Knee
■,■,▲,←+■	X,X,Y,←+X	Unleashed
■,■,×,×	X,X,A,A	Pink Dragon
■,■,▲,●	X,X,Y,B	Lost Rose
▲	Y	Lady Stomp
←+●	←+B	Krushing Blow

Lui He Ba Fa Style Ground Attacks (cont.)

PS2 Notation	Xbox Notation	Move
▲,●	Y,B	Fatal Kombat
×,×	A,A	Boot Wagon
▲,←+■	Y,←+X	Vile Sting
▲,●,L2	Y,B,L	Solider of Death

Lui He Ba Fa Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Flip Throw
■	X	War Cry
▲	Y	Smash Down
×	A	Gut Kick
■,■	X,X	Downward Swat
■,■,■	X,X,X	Downward End
■,■,▲	X,X,Y	Swipe
■,■,×	X,X,A	Hovering Kick
×,×,■	A,A,X	Swat Team
×,×,▲	A,A,Y	Power Down
■,■,●	X,X,B	Crashing Wind
×,×,×	A,A,A	Spinning Wheels
×,×,●	A,A,B	End Times
×,×,■,■	A,A,X,X	Downtime
■,■,×,×	X,X,A,A	Pinwheel
■,■,×,●	X,X,A,B	Bounceback
×,×,■,●	A,A,X,B	This is the End

Kunlun Dao Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Lethal Slash
↑+■	↑+X	Leaf Cutter
↓+■	↓+X	Leg Slicer
▲	Y	Swift Wind
→+▲	→+Y	Stomach Poke
↓+▲	↓+Y	Deadly Blade
×	A	Melee Slice
←+×	←+A	1000 Deaths
↓+×	↓+A	Low Slice
●	B	Front Kick
←+●	←+B	Leg Trip

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Kunlun Dao Style Attacks

PS2 Notation	Xbox Notation	Move
↓+●	⚪+B	Toe Poker
■,■	X,X	Deadly Slashes
▲,←+×	Y,⚪+A	Blood Thirsty
×,●	A,B	Double Hit
■,■,▲	X,X,Y	Wind Kontrol
■,■,×	X,X,A	Kunlun's Best
■,■,●	X,X,B	Unmatched

Kunlun Dao Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust
■,■,■	X,X,X	Fresh Air

Kunlun Dao Style Air Attacks (cont.)

PS2 Notation	Xbox Notation	Move
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick
■,■,●	X,X,B	Downward Spiral
×,×,■,■	A,A,X,X	It's All Over
■,■,×,×	X,X,A,A	Air Barrel
×,×,■,▲	A,A,X,Y	Back in Action
■,■,×,●	X,X,A,B	Boot Slam
×,×,■,●	A,A,X,B	Zero G

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Back Stomp
↓,←+■	⚪,⚪+X	Nova Blast
→,↓+×	⚪,⚪+A	Carnival Spin
→,→+▲	⚪,⚪+Y	Flying Flurry
↓,←+●	⚪,⚪+B	Flipping Heel Kick

Best Combos

Lui He Ba Fa: Carnival Spin, Flipping Heel Kick, Flying Flurry (35% Damage)
You can also perform this combo from Kunlun Dao style.

Lui He Ba Fa: Carnival Spin, Flipping Heel Kick, Solider of Death (40% Damage)

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Kunlun Dao: Carnival Spin, Flipping Heel Kick, Kunlun's Best (41% Damage)

Lui He Ba Fa: Solider of Death, Kunlun's Best (27% Damage)

Kunlun Dao: Leaf Cutter, Kunlun's Best (29% Damage)

Offensive Strategies

Li Mei would have been classified as a punisher character except that she doesn't have the tools to punish properly. Carnival Spin and Flying Flurry would be ideal punishing attacks, but Carnival Spin has a long execution time and is difficult to use to punish a missed attack. You can use Flying Flurry to punish, but the damage it inflicts is minimal.

Sit back and wait for the opponent to make a mistake. When you see an opening, punish with Solider of Death or Leaf Cutter, then go back to waiting for another mistake. Li Mei does not have the means to remain offensive, and what little offensive ability she has is negated by the fact that it's difficult to connect with her primary attacks. Patience is the key to winning with Li Mei.

Defensive Strategies

Unfortunately, Li Mei is weak on defense. You have to wait until your opponent makes a mistake, then capitalize on that mistake with one of your combos. You won't be able to get the Carnival Spin off a parry, so stick with Solider of Death or Leaf Cutter. Make these two attacks your primary counterattacks when playing defense with Li Mei.

The only other option Li Mei has on the defensive end is the Flying Flurry. With this attack, Li Mei can knock an opponent into a death trap or stage hazard. The attack executes quickly, and you can use it to punish from close or midrange. It is difficult getting the opponent cornered near a death trap, but when it happens, Li Mei is ready.

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Best Match-Ups

Low Tier Characters

Unfortunately for low tier character types, they have a hard time fighting against other character type. Other low tier character types are their best match-ups, because they are evenly matched. In a battle between low tier character types, the winner is the character who can wait the longest. Most low tier character types have few safe attacks, so whoever gets the first block or parry will be able to counterattack and inflict damage.

Worst Match-Ups

Power Characters

While low tier character types have a hard time against other character types, they have the hardest time against power characters. A low tier character who is forced to attack can be punished only to a certain extent by most other character types, but a power character can inflict upward of 50 percent damage with one counterattack. This can devastate a low tier character.

Best Stages

Li Mei has a difficult time inflicting damage on any opponent from any range. In small stages that have death traps, however, Li Mei can use the Flying Flurry to make the most out of the environment. The smaller the stage, the easier it is for Li Mei to capitalize on the situation. Her best stages are Falling Cliffs, Battle Arena, Evil Tower, Sky Temple, and Wastelands.

Worst Stages

Any stage without a death trap is no help to Li Mei, and the larger the stage, the harder it is for her to get close to her opponent to inflict damage. Avoid large stages that do not feature death traps. Stay away from Pyramid of Argus, Botan Jungle, Arctika, Lin Kuei Palace, Netherrealm Cliffs, and Edenian Ruins.

Liu Kang

Character Type: Ranged

This proud champion was killed by Shang Tsung, who consumed his soul. Liu Kang remained trapped inside Shang Tsung, witnessing Raiden's death. With Raiden's sacrifice, Kang's soul was free, but he remained in Outworld to assist in the battle against Onaga. During this time, an unknown power reanimated Liu Kang's body and sent it on a killing spree, leaving death in its wake. Liu Kang must now take part in a battle between mind and body, in addition to the fight against Onaga.

Character Rating

Offense: 6	Ground Kombat: 6
Defense: 3	Aerial Kombat: 7
Weapon: 5	Overall: 6

Jun Fan Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Sternum Punch
←+■	←+X	Hook Uppercut
↓+■	↓+L2	Groin Punch
▲	Y	Chest Punch
→+▲	→+Y	Overhead Skull Knocker
↓+▲	↓+Y	Crouching Cross
×	A	Snap Kick
←+×	←+A	Shin Blaster
↓+×	↓+A	Knee Hammer
●	B	Power High Kick
←+●	←+B	Dragon Sweep
↑+●	↑+B	High Hook Kick
↓+●	↓+B	Shin Breaker
■,■	X,X	Gun Punches
▲,←+■	Y,←+X	Ghostly Strikes
▲,×	Y,A	Spiritual Warrior
▲,●	Y,B	Revenge of Kang
■,■,→+▲	X,X,→+Y	Berserker Rage

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Jun Fan Style Ground Attacks (cont.)

PS2 Notation	Xbox Notation	Move
■,■,×	X,X,A	Blurry Vision
■,■,×,●	X,X,A,B	Lightning Feet
×,●	A,B	Lightning Legs
■,■,×,●,L2	X,X,A,B,L	Champion

Jun Fan Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Dead Meat
■	X	Cyclone
▲	Y	Blue Sky
×	A	Hovering Strike
■,■	X,X	Jab Me
×,×	A,A	Air Waves
■,■,■	X,X,X	Take It
■,■,▲	X,X,Y	Red Sky
■,■,×	X,X,A	Wavelength
■,■,●	X,X,B	Fallen Hero

Nunchaku Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Quick Overhead Strike
←+■	←+X	Skull Basher
↓+■	↓+X	Twisting Chako
▲	Y	Side Swing
←+▲	←+Y	Underarm Rising Power
↓+▲	↓+Y	Killer Swing
×	A	Circular Swing
←+×	←+A	Shin Bash
→+×	→+A	Double Blunt
↓+×	↓+A	Ducking Wooden Strike
●	B	Power Kick
←+●	←+B	Spinning Hook Kick
↓+●	↓+B	Foot Smack
■,■	X,X	Spinster
×,●	A,B	Swing Kick
■,■,■	X,X,X	Cyclone Twister
■,■,▲	X,X,Y	Blurry Hits
■,■,×	X,X,A	Chako Frenzy

Nunchaku Style Attacks (cont.)

PS2 Notation	Xbox Notation	Move
■,■,●	3,3,2	Wooden Leg
■,■,■,■	3,3,3,3	Nitro Blister
■,■,×,●	3,3,1,2	Frenzy and Kick

Nunchaku Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick
■,■,●	X,X,B	Downward Spiral
×,×,■,■	A,A,X,X	It's All Over
■,■,×,×	X,X,A,A	Air Barrel
×,×,■,▲	A,A,X,Y	Back in Action
■,■,×,●	X,X,A,B	Boot Slam
×,×,■,●	A,A,X,B	Zero G

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Up and Away
→,→+▲	→,→+Y	High Dragon Fire
→,→+■	→,→+X	Low Dragon Fire
→,→+●	→,→+B	Flying Kick
↓,→+×	↓,→+A	Flying Bicycle Kick

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Best Combos

Jun Fan: Overhead Skull Knocker, Gun Punches, Champion (39% Damage)

Jun Fan: Overhead Skull Knocker, Gun Punches, Flying Bicycle Kick (34% Damage). This combo will not execute in full when near a wall.

Nunchaku: Underarm Rising Power, Frenzy and Kick (24% Damage). This combo will not execute in full when near a wall.

Offensive Strategies

If you're not fighting at a distance with Liu Kang, you are in trouble. While Kang has a few tricks up his sleeve when it comes to close-range combat, he needs his space to get his offense going. At max range use the High Dragon Fire and Low Dragon Fire to keep your opponent occupied. You can also use the Flying Kick, which at max range is safe depending on how late into the Flying Kick your opponent blocks. If your opponent is blocking from the onset of the Flying Kick, Liu Kang will stop outside of most characters' counterattack range.

At midrange, the Dragon Fire mix-up becomes better, because your opponent will have less time to react to the two versions. The Low Dragon Fire hits low, so your opponent has to pay close attention at this range to avoid getting hit. You can also punish from midrange with the Flying Kick or Flying Bicycle Kick.

If you're fighting up close, use a mix-up between the low-hitting Shin Blaster, Knee Hammer, Shin Breaker and Dragon Sweep; and the mid-hitting Gun Punches. If you see an opening, use the Overhead Skull Knocker and following combo to inflict 39 percent damage on your opponent.

Defensive Strategies

Liu Kang's defense depends on how close he is to the opponent. At close range, use the same Shin Blaster, Knee Hammer, Shin Breaker, Dragon Sweep, Gun Punches mix-up that you'd use on offense. When you see an opening, go for the big damage combo with the Overhead Skull Knocker, or jump back to a safer range. Liu Kang can't play very safely at close range, so while you can pull off a 39 percent damage combo, it's much safer to fight from a distance.

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Using your low pokes should give you an opportunity to jump to midrange safely. At this point, you can go right back into your offense, or sit back and punish with the Flying Kick or Flying Bicycle Kick.

Best Match-Ups

Poking Characters

While some ranged characters can hold their own at close range, they are at their best from a distance. Poking character types require close-range combat to chip away at their opponent's health and force an opening for a combo. It's difficult for a poking character to inflict damage against a ranged character. The ranged character works from a distance, while the poking character tries to close the gap. In this battle over distance, the ranged character has a significant advantage.

Worst Match-Ups

Ranged Characters

The only character types that excel at ranged combat are other ranged character types. This makes every match-up between two ranged character types a difficult battle. Both characters attempt to keep a distance from the other, allowing their opponents to fight at their best attack range. This means that in a ranged-vs.-ranged battle, both characters are using their best attacks from the ideal fighting distance. The winner is determined by the skill of the player, not the type of character being used.

Best Stages

Liu Kang fights best when he's distanced himself from the opponent. Fight as Liu Kang in a large stage with no death traps and no stage hazards. This gives Liu Kang plenty of time to work his ranged offense to perfection. Fight on the Pyramid of Argus, Botan Jungle, Arctika, Lin Kuei Palace, Netherrealm Cliffs, and Edenian Ruins.

Worst Stages

While Liu Kang has a decent offense at close range, he is easily punished under most circumstances. He needs his range to get his offense going, and without it he's in trouble. Fighting on small stages hurts Liu Kang's offense. If there's a death trap, he punish from midrange and use the death trap to his advantage, but on small stages with no death trap, Liu Kang is at a disadvantage. Avoid fighting on the Falling Cliffs, Sky Temple, and Wastelandss.

Mavado

Character Type: Ranged

Mavado is a member of the Red Dragon clan. The current goal of the Red Dragon is to eliminate its rival clan, the Black Dragon. Shang Tsung and Quan Chi offered to hand over Kano, who was assumed to be the last member of the Black Dragon clan, in exchange for his services in eliminating Kenshi. While the outcome of the battle between Kenshi and Mavado is not known, at some point Mavado encountered Kabal and nearly killed him, taking his hookswords as a prize. Kabal later retrieved his hookswords and Mavado was thought to be dead.

Character Rating

Offense: 8	Ground Kombat: 7
Defense: 8	Aerial Kombat: 7
Weapon: 8	Overall: 8

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Long Fist Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Flat Punch
←+■	←+X	Knee Strike
→+■	→+X	Double Fist Strike
↓+■	↓+X	Low Snake Bite
▲	Y	Long Straight Punch
←+▲	←+Y	Crane Strike
↓+▲	↓+Y	Hammerfist Uppercut
×	A	Head Bash
↓+×	↓+A	Killer Heel
●	B	Cutting Kick
←+●	←+B	Spinning Crane
↓+●	↓+B	Floor Kick
■,■	X,X	Long Fist Rush
■,■,■	X,X,X	Long Fist Pain
■,■,▲	X,X,Y	Longfist Blast
■,■,←+▲	X,X,←+Y	Long Tiger Claws
■,■,×	X,X,A	Under the Mountain
■,■,●	X,X,B	Pole Distance
■,■,L2	X,X,L	Red Dragon Hunter

Long Fist Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Flip Throw
■	X	War Cry
▲	Y	Smash Down
×	A	Gut Kick
■,■	X,X	Downward Swat
■,■,■	X,X,X	Downward End
■,■,▲	X,X,Y	Swipe
■,■,×	X,X,A	Hovering Kick
×,×,■	A,A,X	Swat Team
×,×,▲	A,A,Y	Power Down
■,■,●	X,X,B	Crashing Wind
×,×,×	A,A,A	Spinning Wheels
×,×,●	A,A,B	End Times
×,×,■,■	A,A,X,X	Downtime
■,■,×,×	X,X,A,A	Pinwheel
■,■,×,●	X,X,A,B	Bounceback
×,×,■,●	A,A,X,B	This is the End

Hookswords Style Attacks

PS2 Notation	Xbox Notation	Move
P	X	Chest Strike
←+■	←+X	Shoulder Rip
↑+■	↑+X	Twisting Hook
↓+■	↓+X	Low Reverse Blow
▲	Y	Power Hook
←+▲	←+Y	Twin Overhead Strike
↑+▲	↑+Y	Chin and Neck Slice
↓+▲	↓+Y	One Hook Sweep
×	A	Spinning Sidekick
←+×	←+A	Leg Tripper
↑+×	↑+A	Leg Hooks
↓+×	↓+A	Scissors Swipe
●	B	Double Axe Kick
←+●	←+B	Shin Strike
↓+●	↓+B	Upward Cross Strike
■,■	X,X	Razor Moon
▲,■	Y,X	Furious Edges
■,■,←+■	X,X,←+X	Shady Blows
■,■,▲	X,X,Y	Strength and Balance
▲,■,×	Y,X,A	Disciple of Doom
■,■,●	X,X,B	Unholy Strength
▲,■,●	Y,X,B	Blazing Fury

Hookswords Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick
■,■,●	X,X,B	Downward Spiral
×,×,■,■	A,A,X,X	It's All Over
■,■,×,×	X,X,A,A	Air Barrel

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Hooksswords Style Air Attacks (cont.)		
PS2 Notation	**Xbox Notation**	**Move**
×,×,■,▲	Ⓐ,Ⓐ,Ⓧ,Ⓨ	Back in Action
■,■,×,●	Ⓧ,Ⓧ,Ⓐ,Ⓑ	Boot Slam
×,×,■,●	Ⓐ,Ⓐ,Ⓧ,Ⓑ	Zero G

Special Moves		
PS2 Notation	**Xbox Notation**	**Move**
R2	BLK	Rubberband Feet
→,→+×	⊙,⊙+Ⓐ	Grapple Hook Strike
↓,↑+▲	⊙,⊙+Ⓨ	Change Sides Hook
↑,↑+●	⊙,⊙+Ⓑ	Anger Management
←,→+●	⊙,⊙+Ⓑ	Low Grapple Slide
→,←+■	⊙,⊙+Ⓧ	Escape Grapple

Best Combos

Long Fist: Long Tiger Claws, Red Dragon Hunter (31% Damage)

Long Fist: Long Tiger Claws, Long Tiger Claws (29% Damage)

Hookswords: Blazing Fury, Double Axe Kick, Unholy Strength (39% Damage)

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Hookswords: Blazing Fury, Double Axe Kick, Strength and Balance (38% Damage)

Offensive Strategies

When he was first introduced to the series, some *MK* fans believed that Mavado was the new Kabal. Kabal was one of the best characters in *MK3*, and Mavado looks to be one of the best-equipped characters in *Armageddon*. He may be classified as a ranged character, but he also performs very well in close combat.

Mavado is best when fighting around midrange. His Low Grapple Slide attack executes very quickly and hits low to catch an opponent off guard. His Grapple Hook Strike attack covers almost the entire screen to punish a careless opponent from a distance. You can also use the Change Sides Hook at midrange to evade almost any attack in the game, and if your opponent starts closing in on you, use the Escape Grapple to get back to midrange.

When fighting in close, use the Red Dragon Hunter from Long Fist style or the Chin and Neck Slice from Hookswords style. Both of these attacks connect low and are followed immediately by a high attack. If the low connects, the high attack cannot be blocked. An opponent may block the low and duck under the high, but the low comes out very quickly and can be mixed up with the Double Axe Kick mid attack. Also be sure to have Anger Management going as much as possible. It lasts only five seconds and can be used only once every 15 seconds, but while active it increases the power of your attacks.

Defensive Strategies

Mavado has several solid defense measures at his disposal. Stay in Hookswords style on the defensive and be patient when your opponent closes in on you. Mavado only needs a single opening to go back on the offensive. When you see this opening, use the Chin and Neck Slice mix-up and follow it up with the Escape Grapple to get back out to midrange.

You can also use the Change Sides Hook to evade and punish many attacks at close range. After the Change Sides Hook evades an attack, use Blazing Fury and the following combo for solid damage. Also, use Blazing Fury after a parry or when an unsafe attack is blocked.

Best Match-Ups

Poking Characters

While some ranged characters can hold their own at close range, they perform better from a distance. Poking character types require close-range combat to chip away at their opponent's health and force an opening for a combo. It's very difficult for a poking character to inflict damage on a ranged character. The ranged character works to keep a distance while the poking character tries to close the gap. In this battle over distance, the ranged character has a significant advantage.

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Worst Match-Ups

Punisher Characters

Mavado doesn't have many bad match-ups. Normally the worst match-up for a ranged character type is another ranged character type. But Mavado has a good mix-up at close range and can fight well against another ranged characters. His worst match-ups are punisher character types, who can punish Mavado when he's fighting from a distance and when he's trying to use his mix-up at close range. At a distance, all they have to do is use a teleport or long-range punishing attack. At close range, they can inflict a good deal of damage if they guess right during Mavado's mix-up.

Best Stages

Mavado fights well at almost any range, and he can inflict a good deal of damage with his best combo. These attributes make him a solid character on almost any stage. His best stages are those that have a lot of room, allowing Mavado to fight at any range. Mavado has a greater advantage on stages without death traps, because he can dish out solid damage and has no need to go for the instant kill. For the most advantageous fighting areas, select the Edenian Ruins, Scorpion's Lair, Netherrealm Cliffs, Lin Kuei Palace, Arctika, Botan Jungle, and Pyramid of Argus.

Worst Stages

Few stages do not favor Mavado, but Falling Cliffs gives him the least advantage. This is the smallest stage in the game, and is surrounded by a death trap. On this stage, Mavado has a hard time using his evasive moves and getting out to midrange. He's limited to his close-range mix-up, and his opponent will be able to knock him down to the death trap below.

Meat

Character Type: Punisher

Meat is a fun character who assists Shinnok.

Character Rating

Offense: 7	Ground Kombat: 5
Defense: 6	Aerial Kombat: 5
Weapon: 6	Overall: 6

Wrestling Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Back Breaker
←+■	←+X	Shoulder Toss
→+■	→+X	Toe Jam
↓+■	↓+X	Mid-Section Punch
▲	Y	Right Cross Arm
↓+▲	↓+Y	Uppercut
✕	A	Foot Planter
←+✕	←+A	Quick Trip Kick
↑+✕	↑+A	Leaping Boot Kick
↓+✕	↓+A	Low Flesh Kick
●	B	Brutral Knee
←+●	←+B	Jumping Spin Kick
↓+●	↓+B	Creeping Toes
▲,▲	Y,Y	Twister Punches
▲,▲,▲	Y,Y,Y	Knocked Out
▲,▲,●	Y,Y,B	Bloody Monday
▲,▲,L2	Y,Y,L	Rotting Flesh

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Wrestling Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Whiplash
■	X	Bombardment
▲	Y	Updraft
×	A	Fire Fly
■,■	X,X	Airmatic Smacks
×,×	A,A	Double Air Kicks
■,■,■	X,X,X	Power Bash
■,■,▲	X,X,Y	Backup
■,■,×	X,X,A	Reset Fists
×,×,■	A,A,X	X Marks the Spot
×,×,▲	A,A,Y	Ploted Tree
■,■,●	X,X,B	Zero Cool
×,×,×	A,A,A	Shaddy Heel
×,×,●	A,A,B	Null G

Cleavers Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Upward Slash
←+■	←+X	Downward Circling Sword
↓+■	↓+X	Low Upward Knife
▲	Y	Twisiting Slash
←+▲	←+Y	Upward Circling Doom
↓+▲	↓+Y	Cleaver Cut
×	A	Double Cleaver Cross
←+×	←+A	Rising Blood Teeth
↑+×	↑+A	Head Stab
↓+×	↓+A	Low Tippy Kick
●	B	Crunchy Boot
←+●	←+B	Spinning Dragon Kick
↓+●	↓+B	Low Spin Kick
■,■	X,X	Double Ripper
←+■,←+▲	←+X,←+Y	Psycho Cleavers
■,×	X,A	Fleshy Push
■,■,▲	X,X,Y	Neck Chopper
■,■,↑+×	X,X,↑+A	Cleaver Tips
■,■,●	X,X,B	Bloody Slime

Cleavers Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick
■,■,●	X,X,B	Downward Spiral
×,×,■,■	A,A,X,X	It's All Over
■,■,×,×	X,X,A,A	Air Barrel
×,×,■,▲	A,A,X,Y	Back in Action
■,■,×,●	X,X,A,B	Boot Slam
×,×,■,●	A,A,X,B	Zero G

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Fleshy Approach
↓,←+■	↓,←+X	Head Roll
←,→+×	←,→+A	Meat Leg Slide
←,→+▲	←,→+Y	Body Mutilation
↑,↓+×	↑,↓+A	Flesh Teleport

Best Combos

Wrestling: Rotting Flesh, Cleaver Tips (43% Damage)

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Wrestling: Rotting Flesh, Change Fighting Style, Bloody Monday (39% Damage)

Cleavers: Rising Blood Teeth, Cleaver Tips (28% Damage)

Offensive Strategies

Meat is a fun character to play, but he's also one of the hardest with which to win. It's not that he lacks the tools necessary to win, but the tools he has available to him can be difficult to work with. In the right hands Meat is a powerful character. Meat's most damaging combo comes from his Wrestling fighting style. Try to stay at close to mid-range and use the Head Roll and Meat Leg Slide to attack the opponent with low moves. From just inside mid-range, use the Toe Jam attack to catch the opponent off guard with a low throw. The Toe Jam throw can be blocked, but you can also use the Back Breaker or Shoulder Toss high hitting throws that cannot be blocked.

At close range, block, parry, and attack low with the Toe Jam throw until your opponent starts to attack. Wait for an unsafe attack and punish with Rotting Flesh to inflict 43 percent damage. Combine this combo with Meat's mid-range low attacks and you'll make quick work of the opponent.

Defensive Strategies

On the defensive end, Meat is slightly weaker than he is on offense. Keep your distance. From mid-range, you can use the Meat Leg Slide to catch your opponent with a quick low attack and move to the opposite side. If your opponent uses a projectile attack, you can use the Flesh Teleport to get behind your foe and punish with Rotting Flesh.

Stay away from your opponent and wait for a parry or blocked unsafe attack. Follow up with Rotting Flesh for maximum damage. If you get all the way across the screen from your opponent, use Body Mutilation to replenish some of your health.

Best Match-Ups

Low Tier Characters

Punisher characters rely on the mistakes of their opponents to punish and inflict damage. One mistake, and one-third of an opponent's health bar is gone. Low tier character types have very few safe attacks, if any. If almost any of their attacks are blocked, punisher characters can inflict a good amount of damage. Low tier characters have a very low win ratio against punisher characters.

Worst Match-Ups

Poking Characters

Most punisher character types have trouble inflicting damage on opponents who play it very safe. Most of their attacks are built around countering blocked and missed attacks, and if you remove these two counter-attack options, punishers don't have much left to rely on. This is the primary reason poking character types give punishers a very hard time. The focus of a poking character is to play as safely as possible, using quick poking attacks. They also excel at close-range fighting, where missed attacks happen much less frequently. This greatly limits the offensive options available to punisher characters.

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Best Stages

Meat is a punishing character type that can fight well from any range. He also has several attacks that allow him to reposition himself on the opposite side of the opponent. In addition, he can inflict a nice amount of damage from close range, making him a tough opponent to face in close quarters. Taking all of this information into account, Meat fights best on small stages with death traps. Try to take the fight to the Armory, Battle Arena, Evil Tower, Falling Cliffs, Sky Temple, and Wastelands.

Worst Stages

The worst stages for Meat to fight on are large stages with no death traps. In these stages Meat will have to use all of his tools to win the fight from every range. While it's still possible to win with Meat under these conditions, it's much harder than winning on small stages with death traps. Try to avoid fighting on the Pyramid of Argus, Botan Jungle, Arctika, Lin Kuei Palace, Netherrealm Cliffs, and Edenian Ruins stages.

Mileena

Character Type: Punisher

Created by the sorcerer Shang Tsung, Mileena has at last fulfilled her destiny as Kitana's successor by posing as the former princess. She misleads Kitana's military forces in an attempt to give the Dragon King the time he needs to complete his plans. Only Baraka knows the truth behind her deception.

Character Rating

Offense: 6	Ground Kombat: 5
Defense: 6	Aerial Kombat: 6
Weapon: 6	Overall: 6

Mian Chuan Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Palm Strike
←+■	←+X	Crushing Knee
→+■	→+X	Hurting Strike
↓+■	↓+X	Crouching Fang
▲	Y	Cotton Punch
←+▲	←+↑	Quick Palm
↑+▲	↑+Y	Cold Fist
↓+▲	↓+Y	Rising Uppercut
×	A	Veil Sidekick
←+×	←+A	Front Sidekick
↓+×	↓+A	Sidewinder
●	B	Wild Kick
←+●	←+B	Juke
↓+●	↓+B	Toppling Attack
▲,▲	Y,Y	Cold Fists
←+▲,▲	←+Y,Y	Cotton Boxing
●,■	B,X	Flashy
●,→+■	B,→+X	Rubberband Punch
●,×	B,A	Black Flight
←+▲,▲,▲	←+Y,Y,Y	Cottons Rage
●,×,L2	B,A,L	Outworld Wonder

Mian Chuan Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Flip Throw
■	X	War Cry
▲	Y	Smash Down
×	A	Gut Kick
■,■	X,X	Downward Swat
■,■,■	X,X,X	Downward End
■,■,▲	X,X,Y	Swipe
■,■,×	X,X,A	Hovering Kick
×,×,■	A,A,X	Swat Team
×,×,▲	A,A,Y	Power Down
■,■,●	X,X,B	Crashing Wind
×,×,×	A,A,A	Spinning Wheels
×,×,●	A,A,B	End Times

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Mian Chuan Style Air Attacks (cont.)

PS2 Notation	Xbox Notation	Move
×,×,■,■	A,A,X,X	Downtime
■,■,×,×	X,X,A,A	Pinwheel
■,■,×,●	X,X,A,B	Bounceback
×,×,■,●	A,A,X,B	This is the End

Sai Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Sai Hilt
←+■	←+X	Overhead Smash
↓+■	↓+X	Low Swipe
▲	Y	Gut Stab
←+▲	←+Y	Throat Poke
↑+▲	↑+Y	Rising Sai
→+▲	→+Y	Twin Fangs
↓+▲	↓+Y	Shin Stab
×	A	Foot Spike
←+×	←+A	Low Poker
→+×	→+A	Face Slash
↓+×	↓+A	Knee Poke
●	B	Sweeping Sai
↓+●	↓+B	Hooking Stab
■,■	X,X	Quickness
▲,→+▲	Y,→+Y	Sabertooth
■,■,■	X,X,X	Lightning Stabs
■,■,←+■	X,X,←+X	Anarchy
■,■,▲	X,X,Y	Whirling Demon
■,■,↑+▲	X,X,↑+Y	Rising Dragon

Sai Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick

Sai Style Air Attacks (cont.)

PS2 Notation	Xbox Notation	Move
■,■,●	X,X,B	Shove It
×,×,×	A,A,A	Barrel Roll
×,×,●	A,A,B	Downward Spiral
×,×,■,■	A,A,X,X	It's All Over
■,■,×,×	X,X,A,A	Air Barrel
×,×,■,▲	A,A,X,Y	Back in Action
■,■,×,●	X,X,A,B	Boot Slam
×,×,■,●	A,A,X,B	Zero G

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Frankensteiner
←,↓+●	←,↓+B	Rolling Thunder
↓,→+▲	↓,→+Y	Soaring Sai
→,→+●	→,→+B	Kick From Above

Best Combos

Mian Chuan: Crushing Knee, Outworld Wonder (24% Damage)

Mian Chuan: Flashy, Outworld Wonder (30% Damage)

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Sai: Rising Dragon, Change Fighting Style, Outworld Wonder (26% Damage)

Offensive Strategies

Mileena, Kitana's mutant twin sister, seems to have the upper hand between the two. Still, while she may be classified as a punisher character type, she's at the bottom of the barrel in terms of her ability to punish. Rolling Thunder evades high attacks and can reach from across the screen. But the attack is relatively slow and should be used only from as far out as midrange. Any farther away and your opponent has time to block the attack. Kick From Above is another good punishing attack that can be used from any distance and can also be executed in the air. This attack punishes ground attacks and can also knock opponents out of the air. Use it from a distance if the opponent tries to jump toward you.

Mileena's main disadvantage is that her two best punishing attacks do not allow her to combo. Both Rolling Thunder and Kick From Above inflict minor damage with no room to tack on a combo. So while Mileena is able to punish from any range and even interrupt high attacks and projectiles, the damage she inflicts is only minor. The only time Mileena can inflict decent damage is off a parry or blocked unsafe attack, using Crushing Knee or Flashy and their respective combos.

Defensive Strategies

Mileena's defense is nearly identical to her offense. From a distance, punish with Kick From Above and try to get closer to your opponent so you can punish and inflict a decent amount of damage. Use Rolling Thunder anytime you're at close or midrange in anticipation of a high attack or projectile.

If you're battling an opponent at close-range, wait for an opportunity to parry and use Crushing Knee or Flashy from the Mian Chuan fighting style. Both of these attacks lead to combos and allow Mileena to get back on the offensive.

Best Match-Ups

Low Tier Characters

Punisher characters rely on the mistakes of their opponents to punish and inflict damage. One mistake, and one-third of an opponent's health bar is gone. Low tier character types have very few safe attacks, if any. If almost any of their attacks are blocked, punisher characters can inflict a good amount of damage. Low tier characters have a very low win ratio against punisher characters.

Worst Match-Ups

Poking Characters

Most punisher character types have trouble inflicting damage on opponents who play it very safe. Most of their attacks are built around countering blocked and missed attacks, and if you remove these two counter-attack options, punishers don't have much left to rely on. This is the primary reason poking character types give punishers a very hard time. The focus of a poking character is to play as safely as possible, using quick poking attacks. They also excel at close-range fighting, where missed attacks happen much less frequently. This greatly limits the offensive options available to punisher characters.

Best Stages

For success on the offensive end, Mileena needs to be to able use her long-distance punishing attacks and her close-range combos. But she has trouble using death traps effectively. This makes death traps more effective for her opponent than for Mileena. The best stages for Mileena to fight on are large stages without death traps. Select the Pyramid of Argus, Botan Jungle, Arctika, Lin Kuei Palace, Netherrealm Cliffs, and Edenian Ruins stages.

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Worst Stages

Mileena struggles on offense, because her primary punishing attacks inflict very little damage and will not knock an opponent into a death trap. To use a death trap or stage hazard, she must be at close-range using unsafe attacks. She also needs her long and midranged attacks to round out her offense. The worst stages for Mileena are small areas with death traps where her opponent can stay at a distance and use the death traps against Mileena. Avoid fighting on Sky Temple, Wastelands, Armory, Battle Arena, Falling Cliffs, and Evil Tower.

MoKap

Character Type: Low Tier

A former martial arts teacher on the North side of Chicago, the man commonly referred to as MoKap was called upon by Johnny Cage to do some motion capture work for his new movie "Mortal Kombat: Deadly Alliance." MoKap was flown to Hollywood to begin his first session, which consisted mainly of the Crane and Snake styles. Although many other martial artists were used, MoKap was brought in repeatedly because of his vast knowledge of fighting techniques.

Character Rating

Offense: 4	Ground Kombat: 3
Defense: 3	Aerial Kombat: 4
Weapon: N/A	Overall: 3

Jeet Kune Do Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Sternum Punch
←+■	←+X	Hook Uppercut
↓+■	↓+X	Backhand Punch
▲	Y	Chest Punch
→+▲	→+Y	Overhead Skull Knocker
↓+▲	↓+Y	Tiny Uppercut
×	A	Snap Kick
←+×	←+A	Shin Blaster
↓+×	↓+A	Shin Buster
●	B	Power High Kick
←+●	←+B	Dragon Sweep
↑+●	↑+B	High Hook Kick
↓+●	↓+B	Low Chip Kick
■,■	X,X	Gun Punches
▲,←+■	Y,←+X	Motion Man
▲,×	Y,A	Spiritual Warrior
▲,●	Y,B	Bruce Is Back
×,●	A,B	Lightning Legs
■,■,→+▲	X,X,→+Y	Berserker Rage
■,■,×	X,X,A	Blurry Vision
■,■,×,●	X,X,A,B	Lightning Legs 2
▲,×,L2	Y,A,L	JKD Special

Jeet Kune Do Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Dead Meat
■	X	Cyclone
▲	Y	Blue Sky
×	A	Hovering Strike
■,■	X,X	Jab Me
×,×	A,A	Air Waves
■,■,■	X,X,X	Take It
■,■,▲	X,X,Y	Red Sky
■,■,×	X,X,A	Wavelength
■,■,●	X,X,B	Fallen Hero

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Wing Chun Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Pressure Fist
↑+■	↑+X	Long Arm Punch
↓+■	↓+X	Ducking Low Punch
▲	Y	Overhead Knock
←+▲	←+Y	Sideways Smack
↓+▲	↓+Y	Uppercut
×	A	Side Kick
←+×	←+A	Digging Heels
↓+×	↓+A	Train Kick
↑+●	↑+B	3-D Slap
↓+●	↓+B	Duck Spin Kick
■,■	X,X	Trapping Hands
■,▲	X,Y	Reaver Strikes
▲,●	Y,B	Stomach Kick
■,■,■	X,X,X	Lock Down
■,■,↑+■	X,X,↑+X	Stick Fists
■,▲,●	X,Y,B	Junk
■,▲,●,×	X,Y,B,A	Long Legs
■,▲,●,●	X,Y,B,B	Wooden Legs
■,▲,●,●,×	X,Y,B,B,A	Whispering Tail
●	B	Chest Kick

Wing Chun Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Flip Throw
■	X	War Cry
▲	Y	Smash Down
×	A	Gut Kick
■,■	X,X	Downward Swat
■,■,■	X,X,X	Downward End
■,■,▲	X,X,Y	Swipe
■,■,×	X,X,A	Hovering Kick
×,×,■	A,A,X	Swat Team
×,×,▲	A,A,Y	Power Down
■,■,●	X,X,B	Crashing Wind
×,×,×	A,A,A	Spinning Wheels
×,×,●	A,A,B	End Times
×,×,■,■	A,A,X,X	Downtime
■,■,×,×	X,X,A,A	Pinwheel
■,■,×,●	X,X,A,B	Bounceback
×,×,■,●	A,A,X,B	This is the End

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Grapple Man
↓,←+▲	↓,←+Y	Magic Lift
←,→+■	←,→+X	Power Hands
→,←+×	→,←+A	Swan Kick
↓,←+■	↓,←+X	Lights, Camera, Action

Best Combos

Jeet Kune Do: Berserker Rage, Gun Punches, JKD Special (33% Damage)

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Jeet Kune Do: Berserker Rage, Lightning Legs 2 (29% Damage)

Jeet Kune Do: Magic Lift, Lightning Legs 2 (24% Damage)

Wing Chun: Magic Lift, Wooden Legs (22% Damage)

Offensive Strategies

MoKap is one of the bonus characters that the developers at Midway added to *Deadly Alliance*. Unfortunately, he seems to lack any kind of effective offensive or defensive abilities. On offense, you don't have much to work with. Use him as a punishing character type from midrange, but the few punishing attacks he has won't help you. Use Magic Lift and the following combo to punish most often. You inflict only 24% damage from the combo that follows Magic Lift, but it's better than MoKap's other punishing attacks, which are all single-hit attacks with no combo follow-up. The other attacks you can punish with are the Swan Kick and Power Hands.

When you're up close, MoKap does have a very slight advantage in that his Backhand Punch from Jeet Kune Do is a fast low poke that leaves him safe when blocked. It inflicts very little damage, but you can use it without worrying about a counterattack if it's blocked.

Defensive Strategies

On defense, try to stay back at midrange and punish any missed attacks from your opponent using the Magic Lift and Power Hands. You can also knock your opponent out of a jump using the Swan Kick, but the timing is delicate. If you get in close, use the offensive strategy of the Backhand Punch; it's safe and you may be able to create an opening to get back to MoKap's best range.

Off a successful parry, use the Berserker Rage and the accompanying combo to inflict a decent amount of damage. While you're backing up looking for the parry, you can quickly execute Power Hands if your opponent misses an attack. Magic Lift is the preferred punishing attack, but Power Hands is much easier to execute while waiting for an attack to parry.

Best Match-Ups

Low Tier Characters

Unfortunately for low tier character types, they have a hard time fighting against every other character type. Other low tier character types are their best match-ups, because they are evenly matched. In a battle between low tier character types, the winner is the character who can wait the longest. Most low tier character types have very few safe attacks, so whoever gets the first block or parry can counterattack and inflict damage.

Worst Match-Ups

Power Characters

While low tier character types have a hard time against pretty much every other character type, they have the hardest time against power characters. A low tier character who is forced to attack can be punished only to a certain extent by most other character types. But a power character can inflict upward of 50 percent damage with a single counterattack. This can devastate a low tier character.

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Best Stages

Fighting as MoKap, you need to let the stages do some of the work for you. Stages where MoKap can get his opponent into a death trap or stage hazard with minimal effort are your best bets. These stages are the Armory, Battle Arena, Lumber Mill, Wasteland, Outworld Spire, Falling Cliffs, and Evil Tower. Once you have your opponent positioned correctly, it takes one mistake to finish the task with one of MoKap's punishing attacks.

Worst Stages

You have quite the uphill battle if you've chosen to play as MoKap, and you're really in trouble if you're fighting on a stage that doesn't allow you to position MoKap to take advantage of the few openings you may get. Stages with numerous obstacles and tiers interrupting the fight can make things even harder on MoKap. These stages are Goro's Lair, Hell, Pyramid of Argus, Meteor Storm, Tekunin Prison, Soul Chamber, Scorpion's Lair, and Edenian Ruins. If you end up on any of these stages, do your best to keep your distance and punish when you can.

Moloch

Character Type: Power

Shang Tsung keeps Moloch and Drahmin around to take care of Quan Chi in case he betrays their alliance. Moloch is an Oni from the Netherrealm, but his motives for helping Shang Tsung are unknown. Not much else is known about this mysterious combatant.

Character Rating

Offense: 6	Ground Kombat: 4
Defense: 6	Aerial Kombat: 4
Weapon: N/A	Overall: 6

Moloch Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Deadly Claw
←+■	←+X	Stronger Uppercut
↓+■	↓+X	Twisting Palm
▲	Y	Stone Claw
↓+▲	↓+Y	Wild Thang
×	A	Creature Kick
←+×	←+A	Ultra Feirce Trip
↑+×	↑+A	Flying Claws
↓+×	↓+A	Ducking Low Kick
●	B	Head Hunter
→+●	→+B	Unstopable Force
↓+●	↓+B	Creeping Leg
■,■	X,X	Inches From Death
■,▲	X,Y	Monster Bash
↓+●,↓+×	↓+B,↓+A	Lurking Creature
■,■,←+■	X,X,←+X	Blast Off
■,■,↑+×	X,X,↑+A	Untamed Beast
■,■,↓+×	X,X,↓+A	Hidden Danger

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Angry Creature Grab
↓,←+■	↓,←+X	Power Ball
←,→+■	←,→+X	Super Charge
←,→+●	←,→+B	Ragin Oni
←,→+▲	←,→+Y	Beast Lord
↓,↑+▲	↓,↑+Y	Furious Howl
↑,↓+×	↑,↓+A	Ground Bash
↓,←+●	↓,←+B	Suction Breath

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Best Combos

Moloch: Head Hunter, Untamed Beast x7 (61% Damage). You can repeat the Untamed Beast attack string until you come to a wall. On the largest stage (Netherrealm Cliffs) you can execute seven Untamed Beast attacks before coming to a wall for the full 61 percent damage.

Moloch: Head Hunter, Head Hunter, Untamed Beast (30% Damage)

Moloch: Head Hunter, Head Hunter, Head Hunter (23% Damage)

Moloch: Head Hunter, Wild Thang, Unstopable Force (26% Damage

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Offensive Strategies

Moloch is a power character type, but he's the weakest of the power characters. His best combo inflicts 61 percent damage, but you can only get that much damage from a very specific point in the Netherrealm Cliffs stage. Under most circumstances you only inflict between 42 and 55 percent damage using this combo. Every other combo Moloch has inflicts very limited damage.

Moloch has long delays after his attacks, so you need extreme patience when playing him. Wait until your opponent gives you an opening before you attack.

The only things Moloch has going for him on offense aside from the 61 percent damage combo are the Ultra Feirce Trip, Lurking Creature and the Creeping Leg. Both are quick low attacks that can catch your opponent off guard. Use these to keep your opponent on the defensive and give yourself time to use the Ground Bash. This attack is unblockable and deals a good amount of damage, but it hits only after a brief delay. If your opponent is not attempting to block when you execute the Ground Bash, you'll get interrupted.

Defensive Strategies

As a former boss character, Moloch has a natural defensive ability. He takes less damage than normal characters, cannot be throw by normal characters and cannot be knocked down by special moves. Keep yourself as far away from your opponent as possible. From a distance, you can use the Ragin Oni or Suction Breath to punish any missed attacks your opponent might throw out. You can also use the Super Charge, Beast Lord, and Furious Howl to regain lost health. Keep in mind, though, that using these will tempt your opponent to come toward you.

At close range, Moloch has little that can help him. Block and work in an Ultra Feirce Trip or Creeping Leg to get back on the offensive. You should also look for an opening to use the Head Hunter attack and go into Moloch's near endless 61 percent damage combo.

Best Match-Ups

Low Tier Characters

If not for the fact that Moloch is a boss character with a few powerful attacks and a stage specific 61 percent damage combo, he would be classified as a low tier character type. Low tier characters are his best match-ups because they're as limited as he is. But Moloch's ability to regain health with the Super Charge, Beast Lord, and Furious Howl, as well as his unblockable attack, the Ground Bash, gives him a slight edge over most low tier character types.

Worst Match-Ups

Poking Characters

Moloch is faster than the other boss characters, but he's slow when compared to most of the normal characters. Against poking character types, Moloch has a hard time landing attacks that would lead to a combo. Poking characters are faster and play safer than other character types, which means Moloch has to work harder than he usually does. Use Moloch's two low attacks to poke back at poking character types.

Best Stages

Moloch plays best at long range where he has room to move around. Stages that have large open areas give Moloch players the best opportunity to wait out their opponents and set up good attacks. Battle in the Pyramid of Argus, Arctika, Edenia Ruins, and the Netherrealm Cliffs for your best shot at victory.

Worst Stages

Any stage where Moloch is forced to fight at close range is a bad stage. Avoid stages that have obstacles or little room in which to move around. Do not fight in the Evil Tower, Fire Well, Hell, or the Meteor Storm.

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Motaro

Character Type: Punisher

In the realm of the Outworld, Motaro's race of Centaurians has long been in conflict with the Shokan. When Shao Kahn formed special extermination squads to eliminate Earth's chosen warriors, Motaro was appointed to head the squads. Motaro was supposedly killed by Sheeva during her assassination attempt on Shao Kahn.

Character Rating

Offense: 6	Ground Kombat: 6
Defense: 6	Aerial Kombat: 6
Weapon: N/A	Overall: 6

Horse Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Gut Strike
←+■	←+X	Furious Palm
↓+■	↓+X	Low Finger Stab
▲	Y	Bone Smasher
←+▲	←+Y	Wild Beast Smash
↓+▲	↓+Y	Chin Popper
×	A	Stomach Swipe
↓+×	↓+A	Hoove Pain

Horse Style Ground Attacks

PS2 Notation	Xbox Notation	Move
●	B	Scooper
←+●	←+B	Spinning Knuckles
↓+●	↓+B	Horse Leg
■,■	X,X	Second Arrival
▲,▲	Y,Y	Double Elbow Kombo
×,■	A,X	Follow Your Gut
×,●	A,B	Deadly Taro
■,■,■	X,X,X	The Charm
■,■,▲	X,X,Y	Horse is Down
×,■,■	A,X,X	Horse Palm
■,■,●	X,X,B	Final Scooper
■,■,▲,▲	X,X,Y,Y	Elbow Room

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Feirce Toss
←,→+■	←,→+X	Power Charge
↓,←+●	↓,←+B	Donkey Kick
↓,↑+▲	↓,↑+Y	Teleport
↓,←+×	↓,←+A	Mount Stance

Mount Stance Special Moves

PS2 Notation	Xbox Notation	Move
■	X	Tail Projectile
▲	Y	Low Shoulder Charge
×	A	Propel
●	B	Back to Normal Stance

Best Combos

Horse: Donkey Kick, Donkey Kick, Double Elbow Kombo (36% Damage)

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Horse: Donkey Kick, Double Elbow Kombo (33% Damage)

Horse: Wild Beast Smash, Double Elbow Kombo (26% Damage)

Offensive Strategies

Motaro is a former sub-boss, but he has lost a lot of what initially made him a boss. He is a punisher character, but it requires a lot of patience to use his punishing attacks properly. You can use all of his punishing attacks at close range, but their optimum distance is midrange. While his punishing attacks will knock an opponent into a death trap or stage hazard, only the Donkey Kick will lead to additional damage from a combo.

From midrange, the Power Charge is straightforward. You can punish any missed attack easily. Motaro's other punishing attacks require more finesse to use. The Donkey Kick is Motaro's best punishing attack, because you can combo after it. It also ducks under high attacks and projectiles, making it useful if you can predict when your opponent is about to attack. You can use the Donkey Kick from midrange, but depending on the attack you're trying to punish, it may miss. Optimum distance for the Donkey Kick is inside midrange.

Motaro's Mount Stance special move is also a useful tool because it ducks under high attacks and projectiles. If you can anticipate when your opponent is about to attack with a high attack or projectile, you can use the Mount Stance and the attacks from the Mount Stance to interrupt and punish your opponent. The Low Shoulder Charge and Propel attacks are similar to the Power Charge, and you can use them in the same situations to punish from midrange. At long range, you can use the Tail Projectile to duck under an incoming projectile and counterattack. You can also use the Teleport to get behind the opponent from any distance and punish with the Wild Beast Smash and following combo.

Defensive Strategies

As a punisher character, Motaro's defense is similar to his offense. Use the Mount Stance special move to duck under high attacks and projectiles and punish with the various attacks from Mount Stance, as well as the Power Charge and Donkey Kick. If you connect with a parry, use the Wild Beast Smash and following combo for the best damage. The Donkey Kick offers the most damaging combo, but it does not connect after most parried attacks.

If an opponent corners you near a death trap or stage hazard, use the Teleport to get behind the opponent. Motaro's Teleport is not safe, so using it in this situation leaves you vulnerable to attack. But getting hit with a combo is better than being knocked into a death trap. Motaro is a former boss character and takes more damage per hit than a normal character. It may be better to get knocked into a stage hazard rather than to take a combo after using the Teleport.

Best Match-Ups

Low Tier Characters

Punisher character types rely on the mistakes of their opponents to punish and inflict damage. One mistake, and one-third of an opponent's health bar is gone. Low tier character types have few safe attacks. If any of their attacks are blocked, punisher characters can inflict a good amount of damage. Low tier characters have a low win ratio against punisher type characters.

Worst Match-Ups

Poking Characters

Most punisher character types have trouble inflicting damage on opponents who play it safe. Their attacks are built around countering blocked and missed attacks, and if you remove these two counterattack options, punishers don't have much left on which to rely. This is the primary reason poking character types give punishers a hard time. The focus of a poking character is to play safely, using quick poking attacks. They also excel at close-range fighting, where missed attacks happen less frequently. This limits the offensive options available to punisher character types.

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Best Stages

Motaro is at his best when fighting from close or midrange. In addition, many of his punishing attacks knock opponents into a death trap, and he can easily escape death traps by using Teleport. Fighting on small stages with death traps benefits Motaro. Take the battle to the Armory, Battle Arena, Evil Tower, Falling Cliffs, Sky Temple, and Wastelands.

Worst Stages

Motaro takes more damage than the average character, so when he's fighting on stages without death traps, he suffers more damage with every hit. Placing Motaro on a large stage where the opponent can stay at a distance also hurts him. Large stages without death traps are bad battle sites for Motaro. Avoid fighting on the Pyramid of Argus, Botan Jungle, Arctika, Lin Kuei Palace, Netherrealm Cliffs, and Edenian Ruins.

Nightwolf

Character Type: Punisher

Plagued by visions of the return of the Dragon King, Onaga, Nightwolf assumes the role of Soul-Eater for his tribe. Absorbing all of the sins of his tribesmen, Nightwolf's soul is corrupted and he is able to enter the Netherrealm on his search for Onaga. Because of his corrupted soul, Nightwolf became a threat to his own allies and decided to journey toward the battle with Onaga on his own.

Character Rating

Offense: 5	Ground Kombat: 6
Defense: 6	Aerial Kombat: 5
Weapon: 4	Overall: 5

Val Tudo Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Gut Punch
←+■	←+X	Rising Sun
↓+■	↓+X	Low Snack Bite
▲	Y	Razor Elbow
↑+▲	↑+Y	Overhead Smash
↓+▲	↓+Y	Hammerfist Uppercut
×	A	Lifting Knee
←+×	←+A	Leg Sweeper
↓+×	↓+A	Killer Heel
●	B	Quick Roundhouse Kick
←+●	←+B	Valtudo Striker
↓+●	↓+B	Sweeping Cyclone
■,■	X,X	Rush Punches
■,■,■	X,X,X	Rapid Chain Punches
■,■,▲	X,X,Y	The Hunted Prey
■,■,←+▲	X,X,←+Y	Bird of Prey
■,■,×	X,X,A	Spirits of Night
■,■,■,L2	X,X,X,L	Soaring High

Val Tudo Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Whiplash
■	X	Bombardment
▲	Y	Updraft
×	A	Fire Fly
■,■	X,X	Airmatic Smacks
×,×	A,A	Double Air Kicks
■,■,■	X,X,X	Power Bash
■,■,▲	X,X,Y	Backup
■,■,×	X,X,A	Reset Fists
×,×,■	A,A,X	X Marks the Spot
×,×,▲	A,A,Y	Ploted Tree
■,■,●	X,X,B	Zero Cool
×,×,×	A,A,A	Shaddy Heel
×,×,●	A,A,B	Null G

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Tomahawks Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Sidewinder Slash
←+■	←+X	Twin Peaks
↑+■	↑+X	Rising Mountain
↓+■	↓+X	Thigh Chop
▲	Y	Mid-Section Strike
→+▲	→+Y	Slashing Talons
↓+▲	↓+Y	Stone Hilt Uppercut
×	A	Twisting Edge
←+×	←+A	Shin Buster
↓+×	↓+A	Foot Chop
●	B	Middle Kick
↓+●	↓+B	Stomach Chop
■,■	X,X	Savage Edge
■,▲	X,Y	Hunting for Heads
■,×	X,A	Grave Digger
▲,×	Y,A	Wonder Axe
■,●	X,B	Razor Foot
■,▲,→+▲	X,Y,→+Y	Head Chop
■,▲,×	X,Y,A	King Chopper
■,▲,×,●	X,Y,A,B	Drifting Stones
▲,×,●	Y,A,B	Blessed Shaman
■,▲,×,●	X,Y,A,B	Kracked Axe

Tomahawks Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick
■,■,●	X,X,B	Shove It
×,×,×	A,A,A	Barrel Roll
×,×,●	A,A,B	Downward Spiral
×,×,■,■	A,A,X,X	It's All Over

Tomahawks Style Air Attacks (cont.)

PS2 Notation	Xbox Notation	Move
■,■,×,×	X,X,A,A	Air Barrel
×,×,■,▲	A,A,X,Y	Back in Action
■,■,×,●	X,X,A,B	Boot Slam
×,×,■,●	A,A,X,B	Zero G

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Trip Up
↓,←+■	↓,←+X	Spirit Arrow
→,→+●	→,→+B	Rhino Charge
↓,↑+■	↓,↑+X	Lightning From Above
→,←+▲	→,←+Y	Reflector

Best Combos

Val Tudo: Soaring High, Change Fighting Style, Soaring High (27% Damage). Soaring High changes fighting styles automatically. You must change back to Val Tudo before continuing with the rest of the combo.

Val Tudo: Trip Up, Soaring High (22% Damage)

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Tomahawks: Head Chop, Drifting Stones (28% Damage)

Tomahawks: Trip Up, Drifting Stones (22% Damage)

Offensive Strategies

Nightwolf is a punishing character type, but he is almost forced to punish using ranged attacks. Unfortunately this means that Nightwolf, while being a solid punisher character, has a difficult time inflicting heavy damage on opponents. Stay at midrange, using the Tomahawks fighting style. If your opponent misses an attack, counter with the Rhino Charge. This attack executes quickly, but it doesn't have much reach, so be sure you aren't out of midrange when using it.

At max range, use Lightning From Above to punish an opponent who isn't moving or who attempts to attack out of range. If your opponent uses a projectile attack, Nightwolf's Reflector executes quickly and will shoot the attack right back. You can use this attack at close distances, but timing is critical unless you're at maximum range.

When fighting in close, use the Trip Up throw as often as possible. This throw bounces the opponent, allowing Nightwolf to inflict a little bit of damage with the accompanying combo.

Defensive Strategies

As with most punisher character types, Nightwolf's best defensive strategy is the same as his offensive strategy. At close range, use the Trip Up throw to punish opponents and combo them. If you're at midrange, the Rhino Charge quickly punishes any missed attack. From maximum range, use the Reflector to stop projectile attacks and Lightning From Above to punish.

After a successful parry, use Head Chop or Savage Edge and the following combos for each attack. Be careful—both attacks are moderately slow, and you need to be ready to punish. If you can't react fast enough, use the Trip Up throw or the Rhino Charge to punish at close range.

Best Match-Ups

Low Tier Characters

Punisher character types rely on the mistakes of their opponents to punish and inflict damage. One mistake, and one-third of an opponent's health bar is gone. Low tier character types have very few safe attacks, if any. If almost any of their attacks are blocked, punisher characters can inflict a good amount of damage. Low tier characters have a very low win ratio against punisher characters.

Worst Match-Ups

Ranged Characters

The only character types that excel at ranged combat are other ranged character types. This makes every match-up between two ranged character types a very difficult battle. Both characters try to keep their distance from the other, essentially allowing opponents to fight at their best attack range. This means that in a ranged-vs.-ranged battle, both characters use their best attacks from their ideal fighting distance. The winner is determined by the skill of the player, not the type of character being used.

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Best Stages

Nightwolf's punishing attacks won't help him out much in stages with death traps. Also, he needs a lot of room to set up most of his attacks to properly punish opponents. The best stages for Nightwolf are stages with a lot of room and no death traps. For the best results, fight in the Edenian Ruins, Netherrealm Cliffs, Lin Kuei Palace, Arctika, Botan Jungle, and Pyramid of Argus.

Worst Stages

At close range, Nightwolf is limited to his throw . He has a few other punishing attacks, but they aren't as effective. Try to avoid fighting as Nightwolf in smaller stages. But because Nightwolf cannot inflict very much damage on his own, small stages with death traps actually help him out. Nightwolf's punishing attacks don't make it easy for him to knock an opponent into a death trap, but he's much better off trying to do so in a small stage than going for the minor damage he can inflict from his combos. This means that the worst stages for Nightwolf are small stages that have no death traps, such as Shinnok's Throne Room, Reiko's War Room, Shao Kahn's Throne Room, Chamber of Daegon, and Meteor Storm.

Nitara

Character Type: Low Tier

The vampire Nitara had discovered the location of the orb that bound her realm to Outworld. It rested in a location she could never access, but the ninja cyborg Cyrax had the ability to retrieve it. Through careful manipulation, she convinced Reptile to engage Cyrax in combat, and Cyrax's arm panel was destroyed in the battle. The damage to his transporter left him stranded in Outworld. Nitara offered to send Cyrax to Earth Realm if he could retrieve the orb from its hiding place. Cyrax had no choice but to accept the offer. He retrieved the orb, and Nitara went back to her homeland.

Character Rating

Offense: 3	Ground Kombat: 3
Defense: 6	Aerial Kombat: 3
Weapon: 5	Overall: 4

Leopard Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Leopard Paw
↓+■	↓+X	Low Paw Strike
▲	Y	Knuckle Fist
←+▲	←+Y	Upward Jackhammer
↓+▲	↓+Y	Batting Practice
←+×	←+A	Leg Trip
↓+×	↓+A	Walking Heels
●	B	Razor Heels
↓+●	↓+B	Spinning Sweep Kick
■,■	X,X	Blurry Punches
▲,×	Y,A	Dealdy Dawn
▲,●	Y,B	Hidden Killer
■,■,■	X,X,X	Knuckle Pain
■,■,←+■	X,X,←+X	Saber Uppercut
■,■,↑+■	X,X,↑+X	Double Palm
■,■,▲	X,X,Y	Pointy Claws
■,■,×	X,X,A	Power Spin Kick
■,■,▲,●	X,X,Y,B	Outstanding Results
▲,×,L2	Y,A,L	Scissor Death
←+■	←+X	Death Rising
↑+■	↑+X	Double Palm
×	A	Twisting Leg

Leopard Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Over Head Air Toss
■	X	Ambush
▲	4	Danger Swipe
×	1	Psycho Spin
■,■	3,3	Downward Swat
×,×	1,1	Tornado Twist
■,■,■	3,3,3	Take Off
■,■,▲	3,3,4	Tear Down

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Leopard Style Air Attacks (cont.)

PS2 Notation	Xbox Notation	Move
■,■,×	3,3,1	Monsoon
×,×,■	1,1,3	Down Slash
■,■,●	3,3,2	Whipcrack
×,×,▲	1,1,4	Flying Human
×,×,×	1,1,1	Air Sails
×,×,●	1,1,2	Flicker
■,■,×,▲	3,3,1,4	Throwdown
×,×,■,■	1,1,3,3	Splashdown
■,■,×,×	3,3,1,1	Sailing Away
■,■,×,●	3,3,1,2	Whiplasher
×,×,■,●	1,1,3,2	Sinking Hero

Kama Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Swinging Chop
←+■	←+X	Swift Air
↓+■	↓+X	Low Attack
▲	Y	Upward Swing
↓+▲	↓+Y	Double Bladed Uppercut
×	A	Side Slice
←+×	←+A	Down Knee Blender
↓+×	↓+A	Crouching Uppercut
●	B	Bat Swing
←+●	←+B	Weed Chopper
→+●	→+B	Berzerker Kama's
↓+●	↓+B	Ducking Mid-Section Slash
■,■	X,X	Blood Lusting
▲,▲	Y,Y	Blood Butcher
×,●	A,B	Uplifting Horror
■,■,■	X,X,X	Fresh Ripper
■,■,●	X,X,B	Death Seeker
■,■,→+●	X,X,→+B	Blood Frenzy

Kama Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Powerhouse
▲	Y	Lucky Change
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Face Kicked
×,×	A,A	Wind Kick
■,■,■	X,X,X	Vicious Boots
■,■,▲	X,X,Y	Back Flip Kick
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Flip Back
■,■,●	X,X,B	Foot Grab
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Heel Toss
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Foot Assault

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Blood Thrist
←,↓+●	←,↓+B	Unicorn Kick
↓,←+▲	↓,←+Y	Blood Spit
↓,↑+▲	↓,↑+Y	Jumping Blood Spit
↓,←+▲	↓,←+Y	Air Blood Spit (in air)
→,←+×	→,←+A	Quick Escape

Best Combos

Leopard: Death Rising, Scissor Death (26% Damage)

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Kama: Swift Air, Change Fighting Style, Scissor Death (27% Damage)

Kama: Swift Air, Blood Frenzy (26% Damage)

Offensive Strategies

Nitara is one of those characters who don't have much going for them. She has a few tricks up her sleeve, but nothing that makes any kind of impact in a fight. From close range, your only option is to wait for a blocked unsafe attack and punish with Death Rising or Swift Air. Neither option inflicts much damage, but these are the only attacks that benefit Nitara at close range.

From midrange, Nitara can punish with the Unicorn Kick and evade low attacks and projectiles with the Jumping Blood Spit. But like her close-range punishing attacks, both inflict negligible damage. You can use Quick Escape to jump away from your opponent, but Nitara can't do much from long range. In fact, the only attack in Nitara's arsenal that reaches the opponent from long range is her projectile attack, Blood Spit. Nitara has few options on offense, so bide your time and wait for an opening.

Defensive Strategies

Nitara has two useful techniques on defense. Her Blood Thrist throw inflicts damage on the opponent and restores a small amount of her health. This is useful when she's low in health, but the amount of health regained is small and does not affect the fight.

From inside midrange, Nitara can use Quick Escape to jump away from her opponent. This move does not execute quickly and the opponent can interrupt it, but if timed right, it can save Nitara from an attack. Unfortunately, Nitara's offense revolves around close- to midrange combat, so there's not much she can do after Quick Escape other than run right back into the fray.

Nitara can punish from midrange with the Unicorn Kick, or bait for a parry and use Death Rising or Swift Air with their respective combos. On both defense and offense, Nitara is at a disadvantage. Work with what you've got and play it safe.

Best Match-Ups

Low Tier Characters

Unfortunately for low tier character types, they have a hard time fighting against every other character type. Other low tier character types are their best match-ups, because they are evenly matched. In a battle between low tier character types, the winner is the character who can wait the longest. Most low tier character types have few safe attacks, so whoever gets the first block or parry will be able to counterattack and inflict damage.

Worst Match-Ups

Power Characters

While low tier character types have a hard time against every other character type, they have the hardest time against power characters. A low tier character who is forced to attack can be punished only to a certain extent by most other character types, but a power character can inflict upward of 50 percent damage with one counter-attack. This can devastate a low tier character.

Best Stages

No stages give Nitara an advantage, but some put her at less of a disadvantage than others. Nitara needs to be at close range to inflict damage and can't take advantage of death traps, so fight on small stages with no death traps. Nitara fares best in Reiko's War Room, Shao Kahn's Throne Room, Chamber of Daegon, Meteor Storm, Reptile's Lair, and Soul Chamber.

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Worst Stages

Nitara has no attacks that can take advantage of the environment. She has nothing that will knock an opponent into a death trap or stage hazard with ease, and she's also lacking when it comes to long-range combat ability. Avoid fighting on large stages with death traps, as nothing in these stages assists Nitara. Avoid Bell Tower, Subway, and Hell's Foundry.

Noob Saibot

Character Type: Ranged

When the original Sub-Zero was slain by Scorpion, he fell to the Netherrealm as Noob Saibot. He has served under Shao Kahn, Quan Chi, and Shinnok, but he currently holds allegiance to no one. He recently came across Smoke and repaired his cybernetic body. Smoke now serves Noob in his quest to build an army of cyborg demons.

Character Rating

Offense: 7	Ground Kombat: 7
Defense: 8	Aerial Kombat: 7
Weapon: 5	Overall: 7

Monkey Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Sloth Fist
→+■	→+X	Downward Slap
↓+■	↓+X	Low Twisting Slap
▲	Y	Hooking Wrist
←+▲	←+Y	Berzerk Slap
↓+▲	↓+Y	Palm Uppercut
×	A	Thrust Kick
←+×	←+A	Leg Scraper
↓+×	↓+A	Push Kick
●	B	Bad Monkey
←+●	←+B	Monkey Push
↓+●	↓+B	Whirling Low Kick
■,■	X,X	Tree Monkey

Monkey Style Attacks (cont.)

PS2 Notation	Xbox Notation	Move
▲,■	Y,X	Going Ape
▲,●	Y,B	Krazy Apes
■,■,←+▲	X,X,←+Y	Outworld Guard
■,■,×	X,X,A	Climbing Trees
▲,■,×	Y,X,A	Monkey Trouble
■,■,L2	X,X,L	Prowler

Monkey Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Rain Drop
■	X	Onslaught
▲	Y	Spin Cycle
×	A	Big Blast Combo
■,■	X,X	Medium Hit
×,×	A,A	The Twist
■,■,■	X,X,X	Take Off
■,■,▲	X,X,Y	Power Spin
■,■,×	X,X,A	Twister
×,×,▲	A,A,Y	Fierce Power
■,■,●	X,X,B	Drop Down
×,×,×	A,A,A	Kickback
×,×,●	A,A,B	Bird Toss
■,■,×,▲	X,X,A,Y	Hurricane
■,■,×,×	X,X,A,A	Gravity Strikes
■,■,×,●	X,X,A,B	Over Head Air Toss

Troll Hammer Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Spike Splitter
←+■	←+X	Hammer Pain
↓+■	↓+X	Blunt End
▲	Y	Screaming Hammer
→+▲	→+Y	Smack With Da Hammer
↓+▲	↓+Y	Power Swing
×	A	Hammer Stomper
→+×	→+A	Low Hammer Hit
↓+×	↓+A	Shin Destroyer
●	B	Power Kick
←+●	←+B	Krazy Hammer
↓+●	↓+B	Cheap Shot

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Troll Hammer Style Air Attacks		
PS2 Notation	**Xbox Notation**	**Move**
■	X	Thrash Out
▲	Y	Bogie
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Rebel
×,×	A,A	Airborne Kick
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Spinning Attack
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Somersault
■,■,●	X,X,B	Flip Down
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Pincer Throw
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Zero Gravity

Special Moves		
PS2 Notation	**Xbox Notation**	**Move**
R2	BLK	Shadow Fling
↑,↓+■	↑,↓+X	Darkness
↓,↑+▲	↓,↑+Y	Teleport Grab
↓,→+×	↓,→+A	Dark Assassin
X.D+O	X,D+2	Black Hole

Best Combos

Monkey: Outworld Guard, Prowler (31% Damage)

Monkey: Krazy Apes, Prowler (29% Damage)

Monkey: Outworld Guard, Monkey Trouble (29% Damage)

Troll Hammer: Berzerk Slap, Change Fighting Style, Prowler (32% Damage)

Offensive Strategies

Noob has a lot of tools available to him and a lot of power behind his attacks. Use Black Hole and Darkness to confuse your opponent. Darkness turns Noob invisible, making it difficult for your opponent to figure out where you are and what attacks you're using. Black Hole places a hole behind your opponent. An opponent who falls into the hole takes damage and is temporarily stunned, allowing you to execute one of your combos. Use Black Hole to limit your opponent's movements.

Stay in the Monkey fighting style and poke with the Whirling Low Kick and Tree Monkey. The Whirling Low Kick is Noob's fastest low attack and will keep your opponent on the defensive. Tree Monkey is Noob's basic

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jab attack and keeps your opponent from attacking you. If you connect with Tree Monkey, go right into Outworld Guard and into a combo for big damage.

Defensive Strategies

The best defense is a good offense when playing as Noob Saibot. If you are on the defensive and away from your opponent, use Darkness to turn the tables and disappear from your opponent's view. The Teleport Grab is also a great defensive tool, as it executes quickly and from anywhere on the screen. This means that if your opponents are not careful, you can catch them at any time from anywhere.

Use the Black Hole right before the Teleport Grab to gain an extra advantage—your opponent will fall into the Black Hole after the Teleport Grab, allowing you to go right into a combo.

If you're close to your opponent, you won't be able to use Darkness without getting hit or being forced to block an attack, making you visible again. Use the Shadow Fling to grab and toss your opponent away from you so you can get back to your most effective range.

Best Match-Ups

Poking Characters

Ranged character types excel at long-range combat. While some can also hold their own at close range, a ranged character type is best from a distance. Poking character types require close-range combat to chip away at an opponent's health and force an opening for a combo. It's difficult for a poking character to inflict damage on a ranged character. The ranged character works to stay at a distance while the poking character tries to close the distance gap. In this battle over distance, the ranged character has a significant advantage.

Worst Match-Ups

Ranged Characters

The only character types that excel at ranged combat are other ranged character types. This makes every match-up between two ranged character types a difficult battle. Both characters try to keep themselves at a distance from the other, allowing each other to fight at the best attack range. In a ranged-vs.-ranged battle, both characters are using their best attacks from their ideal fighting distance. The winner is determined by the skill of the player, not the type of character being used.

Best Stages

Noob works best at a distance. He can handle himself well at any range, but at a distance he is lethal. Playing as Noob, fight on stages that give Noob a lot of room to work. Fight in Goro's Lair, Hell, Pyramid of Argus, Arctika, Edenian Ruins, and Netherrealm Cliffs. These stages offer a good amount of room for Noob to work with and maximize his attacks.

Worst Stages

Noob is a solid character who can work well at any range, but he's best at a distance and worst at close range. He also doesn't do well in stages with obstacles that impede his movement. When playing as Noob, avoid the Armory, Battle Arena, Evil Tower, Fire Well, Lumber Mill, Meteor Storm, Tekunin Prison, Reptile's Lair, Soul Chamber, Subway, and Wasteland.

Onaga

Character Type: Ranged

Not much is known about Onaga, the Dragon King. He is evil, but has formed alliances with Shao Kahn, Shang Tsung, and Quan Chi to battle against the forces of good. It is likely that he will betray his comrades if he succeeds in defeating Blaze and obtaining the ultimate power.

Character Rating

Offense: 6	Ground Kombat: 6
Defense: 6	Aerial Kombat: 6
Weapon: N/A	Overall: 6

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Dragon Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Dragon Reach
←+■	←+X	Dragon Side Swipe
↓+■	↓+X	Low Finger Stab
▲	Y	Collar Bone Buster
←+▲	←+Y	Forceful Hand
↓+▲	↓+Y	King Sweep
×	A	Groin Kick
←+×	←+A	Long Reach Foot Trip
●	B	Fast Stomach Crunch Kick
↓+●	↓+B	Dragon Heel
■,■	X,X	King Klaws
▲,▲	Y,Y	Roar of the Dragon
●,←+■	B,←+X	Deceptive Fury
●,×	B,A	Moon Kicks
■,■,■	X,X,X	Triple Dragon Hit
■,■,←+▲	X,X,←+Y	Horror Swipe

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Forceful Doom
→,←+■	→,←+X	Dragon's Fire
↓,↑+▲	↓,↑+Y	Jumping Stomp
↓,←+●	↓,←+B	Sliding Kick
↓,←+×	↓,←+A	Dirty Face
↓,←+▲	↓,←+Y	Flame Breath

Best Combos

Dragon: Deceptive Fury, Horror Swipe (38% Damage)
This combo will only connect in a corner.

Dragon: Deceptive Fury, Horror Swipe (38% Damage)
This combo will only connect in a corner.

Dragon: Deceptive Fury, Horror Swipe (38% Damage)
This combo will only connect in a corner.

Offensive Strategies

As a boss character, Onaga is somewhat lacking in power. His best combo will inflict 38 percent damage, but it can only be used near a wall. Take Onaga back to mid-range and beyond for the best chance to win. At mid-range use the Flame Breath to attack the opponent. This attack cannot be blocked, forcing your opponent to move back to long range or move up to close range.

If the opponent backs up to long range, use the Jumping Stomp and Dirty Face special moves to force them to close the distance. Jumping Stomp is another unblockable attack, so the opponent will have to make a choice to move back to mid-range or get in close. At close range use the Sliding Kick to push Onaga back to mid-range where you can use Flame Breath. You can also punish with Dragon Side Swipe or Deceptive Fury at this range, then follow with a combo.

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Defensive Strategies

When it comes to defense, Onaga has a built-in nature advantage. As a boss character, Onaga takes less damage with each attack than any of the normal characters, can't be thrown by normal characters and cannot be knocked down by special moves. This means that opponents will have to fight Onaga differently than they would fight any of the normal characters. Some special moves such as Scorpion's Bloody Spear will not inflict any damage at all, while others that would normally knock an opponent down will have very little affect on Onaga.

Stay back and use the Jumping Stomp and Dirty Face to tempt your opponent into closing the distance between you. When your opponent takes the bait and closes to mid-range, use the unblockable Flame Breath. If they get any closer wait for an attack, parry it, and initiate your highest damaging combo.

Best Match-Ups

Low Tier Characters

Punisher character types rely on the mistakes of their opponents to punish and inflict damage. One mistake, and one-third of an opponent's health bar is gone. Low tier character types have very few safe attacks, if any. If almost any of their attacks are blocked, punisher characters can inflict a good amount of damage. Low tier characters have a very low win ratio against punisher characters.

Worst Match-Ups

Poking Characters

Like many of the other power character types, Onaga has few safe attacks and a limited offensive arsenal. Against poking characters, Onaga has a hard time using punishing attacks and finds it difficult to use one of his powerful combo attacks. He must play the waiting game, watching for an unsafe or missed attack, then using one of his high-damage combos to punish the opponent. With a poking character opponent, unsafe moves are few and far between; a skilled poking player rarely misses attacks. This makes it difficult for Onaga to mount an effective offensive strategy.

Best Stages

Unlike some of the other power character types, Onaga can fight well at a distance. You need to be up close to unleash his best combos, but Onaga can handle himself from a distance until an opportunity to move closer presents itself. This allows Onaga to fight well on any stage, but he excels on stages where his opponents cannot run from him and are subject to his combos. Fight in the Bell Tower, Evil Tower, Goro's Lair, Hell, Tekunin Prison, Reptile's Lair, Soul Chamber, and Meteor Storm to maximize Onaga's offense.

Worst Stages

Because Onaga can fight well from any range, there are few stages that limit his offensive ability. Onaga needs time to initiate his offense and pull off his devastating combos, however, and smaller stages with death traps make it easier for Onaga's opponents to finish him off in one attack. Avoid fighting on the Armory, Battle Arena, Fire Well, Lumber Mill, Wasteland, and Outworld Spire.

Quan Chi

Character Type: Punisher

A sorcerer from the Netherrealm, Quan Chi is a treacherous member of the Brotherhood of Shadow and one-half of the deadly alliance. He has deceived and manipulated countless fools into doing his bidding and has betrayed many others. Shang Tsung was not wise to trust him, but with the threat of Onaga at hand, he had little choice.

Character Rating

Offense: 7	Ground Kombat: 6
Defense: 6	Aerial Kombat: 6
Weapon: 7	Overall: 6

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Escrima Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Bai She Tu Xin
←+■	←+X	Cross Fang
↓+■	↓+X	Low Palm
▲	Y	Backfist Strike
↑+▲	↑+Y	Qing She Chu Dong
→+▲	→+Y	Face Crunch
↓+▲	↓+Y	Viper Uppercut
×	A	Snap Punch
←+×	←+A	Knee Pain
→+×	→+A	Swoosh
↓+×	↓+A	Low Cobra Kick
●	B	Mid Knee
↓+●	↓+B	Quick Low Kick
■,■	X,X	Panic Attacks
×,■	A,X	Sudden Danger
▲,×	Y,A	Spiritual Snake
×,●	A,B	Red Zone
●,●	B,B	Double Knees
■,■,×	3,3,1	Snap Attacks
×,■,■	A,X,X	Forest Protector
▲,×,■	Y,A,X	Fury Fists
▲,×,●	Y,A,B	Tricky Dog
▲,×,■,←+▲	Y,A,X,←+Y	Up and Away
×,●,●	A,B,B	Hot Zone
▲,×,■,■	Y,A,X,X	Truck Stopper
▲,×,■,←+▲	Y,A,X,←+Y	Southern Beat
×,■,■,×	A,X,X,A	Death Clencher
▲,×,■,→+●	Y,A,X,→+B	Fierce Snake
▲,×,●,●	Y,A,B,B	Too Fast
▲,×,■,■,×	Y,A,X,X,A	Death Bed
▲,×,●,●,L2	Y,A,B,B,L	Furious Blade Kombo

Escrima Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Whiplash
■	X	Bombardment
▲	Y	Updraft
×	A	Fire Fly
■,■	X,X	Airmatic Smacks
×,×	A,A	Double Air Kicks
■,■,■	X,X,X	Power Bash
■,■,▲	X,X,Y	Backup
■,■,×	X,X,A	Reset Fists
×,×,■	A,A,X	X Marks the Spot
×,×,▲	A,A,Y	Ploted Tree
■,■,●	X,X,B	Zero Cool
×,×,×	A,A,A	Shaddy Heel
×,×,●	A,A,B	Null G

Broadswords Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Upward Head Slash
↓+■	↓+X	Leg Slice
▲	Y	Throat Poke
←+▲	←+Y	Upward Sharp Blade
↓+▲	↓+Y	Uppercut
×	A	Two Hit Strike
←+×	←+A	Turning Shoulder Slice
↓+×	↓+A	Crunchy Pelvis
●	B	Torse Attack
→+●	→+B	Spinning Razor Blades
↓+●	↓+B	Shu Attack
■,■	X,X	Wicked Sting
↓+■,×	↓+X,A	Ancient Death
▲,×	Y,A	Tricky Fury
▲,●	Y,B	Torso Attacks
×,●	A,B	Doom's Edge
■,■,●	X,X,B	Super Sonic
▲,×,←+×	Y,A,←+A	Sidewinder Tactics
■,■,→+●	X,X,→+B	Evil Stench

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Broadswords Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick
■,■,●	X,X,B	Shove It
×,×,×	A,A,A	Barrel Roll
×,×,●	A,A,B	Downward Spiral
×,×,■,■	A,A,X,X	It's All Over
■,■,×,×	X,X,A,A	Air Barrel
×,×,■,▲	A,A,X,Y	Back in Action
■,■,×,●	X,X,A,B	Boot Slam
×,×,■,●	A,A,X,B	Zero G

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Brutal Face Bash
↓,←+▲	↓,←+Y	Magnet Force
↓,←+■	↓,←+X	Skull Toss
↓,←+×	↓,←+A	Body Stomp
←,↓+●	←,↓+B	Heel Slide

Best Combos

Escrima: Southern Beat, Furious Blade Kombo (43% Damage)

Escrima: Heel Slide, Furious Blade Kombo (38% Damage)

Broadswords: Upward Sharp Blade, Change Fighting Style, Furious Blade Kombo (35% Damage)

Crane: Flapping Attack, Hunting Prey (27% Damage)

Offensive Strategies

Quan Chi is a unique combatant in *MK Armageddon*. His optimum range is midrange and beyond, but he can also perform moderately well at close-range. From midrange, use the Magnet Force the first chance you get every round. This attack steals your opponent's weapon for the remainder of the round. From midrange you can also use the Body Stomp and Heel Slide to punish your opponent. The Body Stomp can be used from any range to punish projectile attacks, while the Heel Slide goes under high attacks and knocks your opponent into the air for a combo.

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Stay in the Escrima fighting style for the majority of the fight. If you get stuck at close-range, you can switch to Broadswords and fight your way out with several solid poking attacks. Ancient Death, Tricky Fury, and Sidewinder Tactics are all good mix-ups from close and midrange.

Defensive Strategies

Quan Chi is a punishing character, so on defense he can sit back and wait for his opponent to make a mistake. At close-range, Quan can inflict 38 percent damage in Escrima off a parry or blocked unsafe attack, but the Broadswords style is preferred on defense. While the most damage Quan Chi can inflict from punishing in this style is 35 percent, he gains much longer range and a few solid low pokes.

Just as you would if you were fighting at close-range on offense, mix it up between Ancient Death, Tricky Fury, and Sidewinder Tactics to interrupt your opponent's attacks. If you're at midrange, miss the first attack in Sidewinder Tactics and the second attack connects low if you're properly spaced. This catches your opponent off guard and allows you to change styles and get back on the offensive.

The Heel Slide can also be very effective at midrange if you anticipate a high attack from your opponent. Otherwise, back up to maximum range and punish with the Body Stomp. Remember to take your opponent's weapon as soon as an opening presents itself. Even characters who do not rely heavily on their weapons lose some offense if they have no weapon available at all.

Best Match-Ups

Low Tier Characters

Punisher character types rely on the mistakes of their opponents to punish and inflict damage. One mistake, and one-third of an opponent's health bar is gone. Low tier character types have very few safe attacks, if any. If almost any of their attacks are blocked, punisher characters can inflict a good amount of damage. Low tier characters have a very low win ratio against punisher characters.

Worst Match-Ups

Poking Characters

Most punisher character types have trouble inflicting damage on opponents who play it very safe. Most of their attacks are built around countering blocked and missed attacks, and if you remove these two counter-attack options, punishers don't have much left to rely on. This is the primary reason poking character types give punishers a very hard time. The focus of a poking character is to play as safely as possible, using quick poking attacks. They also excel at close-range fighting, where missed attacks happen much less frequently. This greatly limits the offensive options available to punisher character types.

Best Stages

When punishing with Quan Chi, it can be a little harder to knock an opponent into a death trap. His long-range punishing attacks don't do much more than knock the opponent down and don't push them back very far. Taking all of this into account, Quan Chi's best stages are the ones that give him a lot of room to fight at any range and do not have death traps. Fighting in Edenian Ruins, Netherrealm Cliffs, Lin Kuei Palace, Arctika, Botan Jungle, and Pyramid of Argus benefits Quan Chi the most.

Worst Stages

Small stages with death traps are the most detrimental stages for Quan Chi. With very little room to move around and no solid punishing attack to knock an opponent into a death trap or even change sides, Quan Chi is at the mercy of the stage. Avoid fighting in Sky Temple, Wastelands, Outworld Spire, Battle Arena, and Falling Cliffs.

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Raiden

Character Type: Punisher

As the God of Thunder and a former Elder God, Raiden is both a mentor and protector. With his insight and wisdom, he has guided Earth Realm's mightiest warriors as they battle against the forces of evil. When Onaga rose to power, Raiden had to make a choice. As a last resort against the Dragon King's advance, Raiden sacrificed himself by releasing his godlike essence, thereby creating an intense ethereal blast. The Dragon King was unaffected and continues to threaten the realms, but Shang Tsung and Quan Chi were supposedly killed in the blast.

Character Rating

Offense: 6	Ground Kombat: 6
Defense: 7	Aerial Kombat: 5
Weapon: 7	Overall: 6

Nan Chuan Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Lightning Jab
←+■	←+X	Side Chop
→+■	→+X	Shoulder Slap
↓+■	↓+X	Low Step Strike
▲	Y	Rainbow Chop
←+▲	←+Y	Overhead Chop
→+▲	→+Y	Dual Thunder Palms
↓+▲	↓+Y	Palm Uppercut
×	A	Fast Snap Kick
←+×	←+A	Hook Leg Takedown
↓+×	↓+A	Heel Strike
●	B	Hop Side Kick
↓+●	↓+B	Low Chin Strike
■,■	X,X	Lights Out
▲,■	Y,X	Throat Punch
▲,←+■	Y,←+X	Electric Snake
▲,←+▲	Y,←+Y	Overhead Fury

Nan Chuan Style Ground Attacks

PS2 Notation	Xbox Notation	Move
▲,×	Y,A	Double Damage
■,■,▲	X,X,Y	Trickster
▲,■,■	Y,X,X	Triple Danger
■,■,←+▲	X,X,←+Y	Monkey Fist
■,■,×	X,X,A	Body Blows
■,■,▲,←+■	X,X,Y,←+X	Wake the Dead
■,■,▲,→+■	X,X,Y,→+X	Thunderous Slap
▲,■,■,▲	Y,X,X,Y	Trickster Fists
▲,■,■,←+▲	Y,X,X,←+Y	Static Clencher
■,■,▲,←+▲	X,X,Y,←+Y	Feirce Chop
■,■,▲,×	X,X,Y,A	Thunder Gods
▲,■,■,×	Y,X,X,A	Freight Blows
▲,■,■,▲,←+▲	Y,X,X,Y,←+Y	Wake the Wind
▲,■,■,▲,×	Y,X,X,Y,A	Dark Lightning
▲,■,L2	Y,X,L	Tricky Stick

Nan Chuan Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Whiplash
■	X	Bombardment
▲	Y	Updraft
×	A	Fire Fly
■,■	X,X	Airmatic Smacks
×,×	A,A	Double Air Kicks
■,■,■	X,X,X	Power Bash
■,■,▲	X,X,Y	Backup
■,■,×	X,X,A	Reset Fists
×,×,■	A,A,X	X Marks the Spot
×,×,▲	A,A,Y	Ploted Tree
■,■,●	X,X,B	Zero Cool
×,×,×	A,A,A	Shaddy Heel
×,×,●	A,A,B	Null G

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Staff Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Overhead Strike
↓+■	↓+X	Low One Handed Poke
▲	Y	Upward Strike
←+▲	←+Y	Charged Stick
↓+▲	↓+Y	Low Strike
×	A	Leaping Strike
←+×	←+A	Reaching Strike
↓+×	↓+A	Sweeping Strike
●	B	Reverse Thrust
↑+●	↑+B	Staff Blast
↓+●	↓+B	Sweeping Swing
●,●	B,B	Slap Down
●,●,×	B,B,A	Pain From Above
●,●,●	B,B,B	Great Lightning God
●,●,←+▲	B,B,←+Y	Whirlwind Air Flow

Staff Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick
■,■,●	X,X,B	Shove It
×,×,×	A,A,A	Barrel Roll
×,×,●	A,A,B	Downward Spiral
×,×,■,■	A,A,X,X	It's All Over
■,■,×,×	X,X,A,A	Air Barrel
×,×,■,▲	A,A,X,Y	Back in Action
■,■,×,●	X,X,A,B	Boot Slam
×,×,■,●	A,A,X,B	Zero G

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Shocking Lift Kick
↓,↑+×	↓,↑+A	Static Teleport
↓,←+■	↓,←+X	Lightning Bolt
→,→+▲	→,→+Y	Shocking Touch
→,→+●	→,→+B	Flying Thunder God

Best Combos

Nan Chuan: Overhead Chop, Shoulder Slap (25% Damage)

Nan Chuan: Overhead Chop, Change Fighting Style, Whirlwind Air Flow (25% Damage)

Staff: Pain From Above, Whirlwind Air Flow (29% Damage)

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Offensive Strategies

Raiden is a well-rounded punishing character. He can punish up close with his Shocking Lift Kick throw, Shocking Touch, or Pain From Above. The Shocking Lift Kick will knock an opponent into a stage hazard or death trap, something that most throws will not do. Shocking Touch executes as quickly as a throw and has the same effect as the Shocking Lift Kick by knocking an opponent into a death trap or stage hazard. Pain From Above leads to a combo that knocks an opponent into a death trap or, if there's no death trap nearby, results in 29 percent damage.

From long and midrange, Raiden can punish with the Flying Thunder God, which inflicts more damage if you're near a wall when using it. You can also use the Leaping Strike from the Staff fighting style. It doesn't execute as quickly as his other punishing attacks, but it has very good range and you can follow it up with the Flying Thunder God for a decent combo.

If your opponent uses a projectile or long-range attack, you can use the Static Teleport to appear behind your foe, and then use one of Raiden's close-range punishing attacks. This works especially well if your back is to a death trap and your opponent is closing in.

Defensive Strategies

On defense, stick to the Staff fighting style; it has deceptively long-reaching low attacks. Reaching Strike, Low Strike, Charged Stick, Sweeping Swing, and Low One Handed Poke all have very good range and hit low. They can also be mixed up with the Leaping Strike, which hits mid and knocks your opponent into the air, allowing for a Flying Thunder God follow-up.

If your opponent closes in on you to shut down your midranged defensive measures, use the Shocking Lift Kick throw to knock your opponent right back to midrange and either resume your defense or go back on offense. While your opponent is moving toward you, bait for a parry and follow up with Pain From Above and a combo. If the parried attack leaves your opponent out of reach, use Shocking Touch and head right into your offensive routine.

Best Match-Ups

Low Tier Characters

Punisher character types rely on the mistakes of their opponents to punish and inflict damage. One mistake, and one-third of an opponent's health bar is gone. Low tier character types have very few safe attacks, if any. If almost any of their attacks are blocked, punisher characters can inflict a good amount of damage. Low tier characters have a very low win ratio against punisher characters.

Worst Match-Ups

Poking Characters

Most punisher character types have trouble inflicting damage on opponents who play it very safe. Most of their attacks are built around countering blocked and missed attacks, and if you remove these two counter-attack options, punishers don't have much left to rely on. This is the primary reason poking character types give punishers a very hard time. The focus of a poking character is to play as safely as possible, using quick poking attacks. They also excel at close-range fighting, where missed attacks happen much less frequently. This greatly limits the offensive options available to punisher character types.

Best Stages

Give Raiden room to set up his ranged punishing attacks and a death trap to knock an opponent into, and he's on the way to a win. Large stages with death traps cater to all of Raiden's offensive strengths and make him a difficult opponent to face. Take the fight to the Bell Tower, Hell's Foundry, and the Subway.

Worst Stages

Avoid fighting on small stages that do not feature death traps. These stages give Raiden very little room to maneuver and set up his ranged punishing attacks. In addition, most of his punishing attacks become less effective because many of them are only useful for knocking an opponent into a death trap. To get the most out of Raiden, stay out of Reiko's War Room, Shao Kahn's Throne Room, Chamber of Daegon, Meteor Storm, and Reptile's Lair.

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Rain

Character Type: Punisher

Rain was born on Edenia, the home world of Princess Kitana. He was smuggled away from Edenia when Shao Kahn invaded the realm, but resurfaced thousands of years later, vowing allegiance to Kahn. It was Princess Kitana who was able to turn Rain against Kahn by informing him that it was Kahn who killed Rain's father, a general in the Edenia army.

Character Rating

Offense: 7	Ground Kombat: 7
Defense: 6	Aerial Kombat: 7
Weapon: 6	Overall: 7

Zi Ran Men Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Reaching Punch
↓+■	↓+X	Knee Punch
▲	Y	2-Hand Knee Strike
→+▲	→+Y	Natural Palm
↓+▲	↓+Y	Radical Uppercut
×	A	Giant Kick
←+×	←+A	Shin Destroyer
↓+×	↓+A	Foot Smash
●	B	Sidekick Bruiser
↓+●	↓+B	Shin Spin
■,■	X,X	Perfect Form
▲,→+▲	Y,→+Y	Good Seasons
←+×,→+×	←+A,→+A	Sneaky Heels
●,●	B,B	Bloody Boots
■,■,×	X,X,A	Mind and Body
▲,→+▲,L2	Y,→+Y,L	Stormy Weather

Zi Ran Men Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Rain Drop
■	X	Onslaught
▲	Y	Spin Cycle
×	A	Big Blast Combo
■,■	X,X	Medium Hit
×,×	A,A	The Twist
■,■,■	X,X,X	Take Off
■,■,▲	X,X,Y	Power Spin
■,■,×	X,X,A	Twister
×,×,▲	A,A,Y	Fierce Power
■,■,●	X,X,B	Drop Down
×,×,×	A,A,A	Kickback
×,×,●	A,A,B	Bird Toss
■,■,×,▲	X,X,A,Y	Hurricane
■,■,×,×	X,X,A,A	Gravity Strikes
■,■,×,●	X,X,A,B	Over Head Air Toss

Storm Sword Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Fury Strike
←+■	←+X	Face Slash
↓+■	↓+X	Thigh Slash
▲	Y	Hori-Slash
←+▲	←+Y	Misty Edge
↓+▲	↓+Y	Uppercut Blade
×	A	Brain Damage
←+×	←+A	Lunging Low Stab
→+×	→+A	Quick Upward Slash
↓+×	↓+A	Pelvis Stab
●	B	Guri-Ki
←+●	←+B	Ankle Slice
↑+●	↑+B	Wheel Spins
↓+●	↓+B	Low Leg Slice
▲,▲	Y,Y	Rainfall
▲,▲,■	Y,Y,X	Rainy Sword
●,●,●	B,B,B	Dazzle

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Kirehashi Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Thrash Out
▲	Y	Bogie
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Rebel
×,×	A,A	Airborne Kick
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Spinning Attack
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Somersault
■,■,●	X,X,B	Flip Down
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Pincer Throw
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Zero Gravity

Special Moves

R2	BLK	Flip Over Strike
←,→+■	←,→+X	Water Blast
↓,↑+▲	↓,↑+Y	Shocking Bolt
↑,↓+×	↑,↓+A	Mystic Vapors
←,→+●	←,→+B	Windy Feet

Best Combos

Crane: Flapping Attack, Hunting Prey (27% Damage)

Zi Ran Men: Mind and Body, Natural Palm, Mind and Body (29% Damage)

Zi Ran Men: Stormy Weather, Dazzle (29% Damage)

Storm Sword: Misty Edge, Dazzle (23% Damage)

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Storm Sword: Misty Edge, Misty Edge, Zero Gravity (24% Damage)

Offensive Strategies

Rain has several good tools at his disposal on offense. As a punisher character type, Rain is all about making the most of your opponent's mistakes. From a distance you can use the Water Blast or Windy Feet to punish an unsuspecting opponent. From midrange, use Mystic Vapors to get behind and punish your opponent with a combo.

Zi Ran Men should be your preferred stance when fighting as Rain. Use Good Seasons, Mind and Body, and Stormy Weather as your primary offensive tools to get into combos quickly. You should also do a bit of poking with Sneaky Heels. When you find yourself in Storm Sword style after Stormy Weather, play keep-away by attacking low with Thigh Slash. This attack has a long range for a melee attack and surprises many opponents.

Defensive Strategies

As a punisher character type, Rain has a solid defensive base with which to work. If you find yourself in a bad situation with your back to a death trap or stage hazard, use Mystic Vapors to get behind your opponent. A solid defensive tactic is to use Mystic Vapors followed by a parry. Many skilled opponents anticipate your use of Mystic Vapors and will try to attack after you use it. A quick parry puts you back on the offensive and keeps your opponent from attack after Mystic Vapors.

After a successful parry, use Mind and Body or Stormy Weather to maximize your damage and take full advantage of your parry. If you're backing up, trying to bait for a parry, switch to Storm Sword style and use Thigh Slash to tempt your opponent to either attack or go on the defensive. In either situation, you have the advantage with either a parry or the ability to go back on the offensive.

Best Match-Ups

Low Tier Characters

Punisher character types rely on the mistakes of their opponents to punish and inflict damage. One mistake from a punisher character's opponent, and a one-third of the opponent's health bar is gone. Low tier character types have few safe attacks, if any. If any of their attacks are blocked, a punisher character can inflict a good amount of damage. Low tier characters have a low win ratio against punisher-type characters.

Worst Match-Ups

Poking Characters

Punisher character types have trouble inflicting damage on opponents who play it safe. Most of punishers' attacks are built around countering blocked and missed attacks, and if you remove these two counterattack options, punishers don't have much left on which to rely.

This is the primary reason poking character types give punishers a hard time. The focus of a poking character is to play as safely as possible, using quick poking attacks. They also excel at close-range fighting, where missed attacks happen less frequently. This limits the offensive options available to punisher character types.

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Reiko

Character Type: Punisher

Reiko started as a general in Shinnok's army. After Shinnok's defeat, Reiko disappeared. He has resurfaced as a minion of Shao Kahn. For unknown reasons, he does not like Quan Chi. Reiko is on the side of evil, but his motives are unknown, even to Shao Kahn.

Character Rating

Offense: 7	Ground Kombat: 6
Defense: 7	Aerial Kombat: 6
Weapon: 4	Overall: 6

Best Stages

Like many of the other punisher characters, Rain is best when he is fighting at close range. Unlike some of the other punisher characters, he can also perform well at a distance with attacks such as Water Blast and Windy Feet, as well as his Mystic Vapors. While Rain is well rounded and will not have problems on many stages, his best stages are close-combat stages with minimal obstacles. These include the Pyramid of Argus, Soul Chamber, Arctika, Netherrealm Cliffs, Scorpion's Lair, and Edenian Ruins.

Worst Stages

With such a well-rounded character, it's hard to find stages that Rain has real trouble on, but he has more trouble on some stages than on others. These are the stages where many obstacles may hinder Rain's ability to use his long-range punishing attacks such as Windy Feet. For the most part, Rain players should stay away from the Battle Arena, Reptile's Lair, and Subway.

Ying Yeung Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Snake Fang
←+■	←+X	Gusting Wing
↓+■	↓+X	Low Wrist Chop
▲	Y	Elbow
←+▲	←+Y	Chin Breaker
↑+▲	↑+Y	Shoulder Pain
↓+▲	↓+Y	Palm King
×	A	Fan Kick
↓+×	↓+A	Tiger Tail Kick
●	B	Reverse Side Kick
←+●	←+B	Ankle Chipper
↓+●	↓+B	Demon Sweep
■,■	X,X	Sharp Nails
■,■,■	X,X,X	Fingers to the Eyes
■,■,▲	X,X,Y	Serpent Takes Prey
■,■,×	X,X,A	Heaven and Hell
■,■,●	X,X,B	Good and Evil
■,■,×,L2	X,X,A,L	False Emporer

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Ying Yeung Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Rain Drop
■	X	Onslaught
▲	Y	Spin Cycle
×	A	Big Blast Combo
■,■	X,X	Medium Hit
×,×	A,A	The Twist
■,■,■	X,X,X	Take Off
■,■,▲	X,X,Y	Power Spin
■,■,×	X,X,A	Twister
×,×,▲	A,A,Y	Fierce Power
■,■,●	X,X,B	Drop Down
×,×,×	A,A,A	Kickback
×,×,●	A,A,B	Bird Toss
■,■,×,▲	X,X,A,Y	Hurricane
■,■,×,×	X,X,A,A	Gravity Strikes
■,■,×,●	X,X,A,B	Over Head Air Toss

Crude Hammer Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Face Smasher
←+■	←+X	Raging Uproar
↓+■	↓+X	Blunt End
▲	Y	Pleading Hammer
→+▲	→+Y	Stunned
↓+▲	↓+Y	Power Swing
×	A	Hammer Stomper
→+×	→+A	Low Hammer Hit
↓+×	↓+A	Shin Destroyer

Crude Hammer Style Attacks (cont.)

PS2 Notation	Xbox Notation	Move
●	B	Power Kick
←+●	←+B	Krazy Swing
↓+●	↓+B	Cheap Shot

Crude Hammer Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Thrash Out
▲	Y	Bogie
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Rebel
×,×	A,A	Airborne Kick
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Spinning Attack
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Somersault
■,■,●	X,X,B	Flip Down
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Pincer Throw
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Zero Gravity

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Flipping Stikes
↓,→+●	↓,→+B	Devastating Flip Kick
←,→+■	←,→+X	Assassin Throwing Stars
↓,↑+▲	↓,↑+Y	Shadow Grab
←,→+×	←,→+A	Charging Pain

Best Combos

Ying Yeung: Devastating Flip Kick, Devastating Flip Kick, Heaven and Hell (31% Damage)

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Ying Yeung: Fan Kick, Change Fighting Style, Hammer Stomper, Krazy Swing (19% Damage)

Crude Hammer: Devastating Flip Kick, Hammer Stomper, Krazy Swing (29% Damage)

Crude Hammer: Hammer Stomper, Hammer Stomper, Krazy Swing (28% Damage)

Offensive Strategies

Reiko is a punishing character with nothing to rely on other than his punishing attacks. He has a difficult time initiating his offense. Your best offensive tactic is to stay at midrange and wait for your opponent to attack. Reiko's Devastating Flip Kick is fast and leads to a decently damaging combo. His Charging Pain is also a good punishing tool at this range, but the Devastating Flip Kick is preferred. If you're in a stalemate at midrange, back up and use your Assassin Throwing Stars from outside of midrange. This projectile attack executes quickly and may catch your opponent off guard or force action, giving you an opening to punish.

From across the screen at maximum range, Reiko can punish with the Shadow Grab. The attack executes quickly and leaves Reiko at midrange after it connects. Toss in a quick Assassin Throwing Stars attack to keep your opponent on the defensive and add block damage to your assault. If you get stuck at close range, wait for an opening and use the Fan Kick and following combo to knock your opponent back and get yourself to midrange, where you're more effective.

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Defensive Strategies

Reiko plays defense best at maximum range where he can control the fight with his Shadow Grab. It takes only one successful Shadow Grab to get back on the offensive at midrange. If your opponent is playing smart and not letting you get away, block as much as you can and wait for an opening to use your throw. Reiko's throw knocks the opponent back to outside of midrange, and changes sides. You can also use the throw to get yourself out of a corner or away from a death trap or stage hazard.

After a successful parry or blocked unsafe attack, follow up with the Devastating Flip Kick to maximize your damage. While you're baiting for a parry it should be easy to go right into Charging Pain or the Assassin Throwing Stars if your opponent misses an attack. The Devastating Flip Kick would be ideal, but in the process of backing up and awaiting a parry, the Charging Pain and Assassin Throwing Stars are easier to execute.

Best Match-Ups

Low Tier Characters

Punisher character types rely on the mistakes of their opponents to punish and inflict damage. One mistake, and an opponent loses one-third of the health bar. Low tier character types have few safe attacks. This means that by blocking any of their attacks, a punisher character can inflict a good amount of damage. Low tier characters have a low win ratio against punisher characters.

Worst Match-Ups

Poking Characters

Most punisher character types have trouble inflicting damage on opponents who play it safe. Most of their attacks are built around countering blocked and missed attacks, and if you remove these two counterattack options, punishers don't have much left to rely on. This is the primary reason poking character types give punishers a hard time. The focus of a poking character is to play safely, using quick poking attacks. They also excel at close-range fighting where missed attacks happen less frequently. This limits the offensive options available to punisher character types.

Best Stages

Reiko is effective at midrange and from across the screen at maximum range. But his ranged attacks do him no good unless he can use them for punishing. Reiko plays best when he has plenty of room to maneuver and a death trap into which to knock his opponent. Reiko's punishing attacks will knock the opponent into a death trap if they're close enough. Fight on the Bell Tower, Hell's Foundry, and Subway for your best chance at success.

Worst Stages

The worst stages for Reiko are those that give him little room to move around and have no death trap for him to knock his opponent into. On these stages, the opponent can stay close to Reiko, preventing him from punishing well and avoiding much damage. Without a death trap to assist him, Reiko has a difficult time inflicting damage on the opponent. Avoid fighting in Meteor Storm, Tekunin Prison, Reptile's Lair, Soul Chamber, Shinnok's Throne Room, Reiko's War Room, Shao Kahn's Throne Room, and Chamber of Daegon.

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Reptile

Character Type: Poking

While serving his former master, Shao Kahn, and his new master Nitara, Reptile's body was transformed into Onaga. However, his soul remained somewhere. Reptile is back and in his original form for *MK Armageddon*.

Character Rating

Offense: 7	Ground Kombat: 7
Defense: 3	Aerial Kombat: 3
Weapon: 9	Overall: 7

Pao Chui Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Knife Strike
←+■	←+X	Power Fist
↓+■	↓+X	Ducking Huge Hand
▲	Y	Hammock Fists
↑+▲	↑+Y	Upward Cannon
↓+▲	↓+Y	Cannon Uppercut
×	A	Rib Sidekick
←+×	←+A	Foul Strike
↓+×	↓+A	Low Heel Kick
●	B	Soaring Crane Feet
↑+●	↑+B	Strong Foot Plant
↓+●	↓+B	Creeping Heels
■,■	X,X	Sunshine
×,×	A,A	Bullet Kicks
●,■	B,X	Dummy Attack
●,×	B,A	Open Poke
●,↑+●	B,↑+B	Rising Cannon Legs
■,■,←+■	X,X,←+X	Q-Fists
■,■,↑+▲	X,X,↑+Y	Sunset
×,×,×	A,A,A	Triple Kicks
■,■,L2	L2,L2,L	Tainted Scales
●,■,■,←+■	B,X,X,←+X	Sneaky Lizard

Pao Chui Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Rain Drop
■	X	Onslaught
▲	Y	Spin Cycle
×	A	Big Blast Combo
■,■	X,X	Medium Hit
×,×	A,A	The Twist
■,■,■	X,X,X	Take Off
■,■,▲	X,X,Y	Power Spin
■,■,×	X,X,A	Twister
×,×,▲	A,A,Y	Fierce Power
■,■,●	X,X,B	Drop Down
×,×,×	A,A,A	Kickback
×,×,●	A,A,B	Bird Toss
■,■,×,▲	X,X,A,Y	Hurricane
■,■,×,×	X,X,A,A	Gravity Strikes
■,■,×,●	X,X,A,B	Over Head Air Toss

Kirehashi Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Quick Shredder
←+■	←+X	Fly Away
↑+■	↑+X	Face Attack
↓+■	↓+X	Ducking Hoirzontal Slash
▲	Y	Mid Slice Blade
←+▲	←+Y	Madman Slice
↓+▲	↓+Y	2-Handed Uppercut
×	A	Midsection Slash
←+×	←+A	Fallen Blade
↓+×	↓+A	Low Thigh Slash
●	B	Fancy Wrsit Swing
←+●	←+B	Sun Beam
↓+●	↓+B	Toe Poke
■,▲	X,Y	Green Shadow
■,●	X,B	Slime Blade
■,▲,▲	X,Y,Y	Reptilian Skin
▲,▲,×	Y,Y,A	Twisted Teal Secret
▲,▲	Y,Y	Fire Lizard
×,×	A,A	Lizard Power

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Kirehashi Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Thrash Out
▲	Y	Bogie
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Rebel
×,×	A,A	Airborne Kick
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Spinning Attack
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Somersault
■,■,●	X,X,B	Flip Down
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Pincer Throw
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Zero Gravity

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Flying Serpent
←,→+×	←,→+A	Running Serpent
↑,↓+▲	↑,↓+Y	Chameleon
↓,←+●	↓,←+B	Rolling Spikes
←,→+■	←,→+X	Acid Spit

Best Combos

Crane: Flapping Attack, Hunting Prey (27% Damage)

Crane: Flapping Attack, Hunting Prey (27% Damage)

Crane: Flapping Attack, Hunting Prey (27% Damage)

Crane: Flapping Attack, Hunting Prey (27% Damage)

Offensive Strategies

Reptile is a poking character, which means that instead of focusing on a few big hits and big damage combos, you want to chip away at your opponent's health bit by bit. This also means that you need patience when playing as Reptile, because it will take you a while to defeat your opponent. Your primary fighting style should be Kirehashi. Use the Fallen Blade as a quick low poke. It has deceptive range, so you can use it out of your opponent's range. This allows you to block most things with which your opponent attempts to counterattack. Mix in Face Attack and the occasional throw to keep your opponent guessing.

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Another solid offensive tool is Reptile's Chameleon special move. This special move turns Reptile invisible and allows you to attack in stealth; your opponent has no idea what to expect. This strategy works best in the Pao Chui fighting style, but it can also be effective in Kirehashi. While in the Kirehashi style, Reptile's weapon is visible, but your opponent has a hard time determining what your next attack will be.

Defensive Strategies

While Reptile does well on offense, he's lacking in defense. Your best defensive tool is a good offensive tool. If you get into trouble, jump away from your opponent and use the Chameleon, followed by the Running Serpent or Acid Spit. This gives you breathing room and allows you to get back on the offensive.

If your opponent stays close to you, the Chameleon is not effective. If an opponent hits you or you block an attack, Reptile becomes visible again. In this situation, rely on poking with the Fallen Blade to push your opponent back and allow you to go back on the offensive or use the Chameleon.

Best Match-Ups

Punisher Characters

As a poking character, Reptile is best suited for fighting against punisher character types. These character types need an opening to punish so as to inflict big damage. Against a poking character, there are few openings because most attacks are fast and safe when blocked. This makes it difficult for a punishing character to pull off big combos. At the same time, poking characters don't have to worry as much about being punished—as long as they don't miss any attacks.

Worst Match-Ups

Ranged Character

A poking character type has a good offense, but only at close range. Against a ranged character type, the poking character has a hard time getting close to the opponent and starting a poking offense. While the poking character is trying to close the gap between the two, the ranged character will be working on maintaining distance. In the end, whichever character wins the distance game has the advantage, but it's a tough battle for poking character types.

Best Stages

Poking characters work well in almost any stage, but they are most effective at close range. Therefore poking characters excel in stages that don't have a lot of room to move around in. In Reptile's case, he also has the Chameleon special move as well as the Running Serpent, which makes you switch sides with your opponent and knocks your foe down. This gives Reptile extra advantages in stages with close-quarter combat and death traps.

Reptile's best stages are the Armory, Battle Arena, Fire Well, Lumber Mill, Subway, Wasteland, and Outworld Spire.

Worst Stages

While Reptile has the ability to turn invisible and move in close to an opponent without being detected, he still has a harder time on larger stages where the opponent can play keep-away. These stages include the Pyramid of Argus and Netherrealm Cliffs. In most other stages, Reptile has little trouble cornering his enemy or staying within close proximity so he can poke at maximum efficiency.

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Sareena

Character Type: Punisher

The Netherrealm demon, Sareena, lost her human form in an attack from the fallen Elder God, Shinnok. She was transformed back into a demon as her essence descended to the fifth plane of the Netherrealm. Sareena remained there until she discovered an abandoned portal that led to Outworld. Once in Outworld, she learned to feed off the living aura of that realm to regain her human appearance. She no longer needed Quan Chi's sorcery to sustain her exterior beauty.

Character Rating

Offense: 8	Ground Kombat: 7
Defense: 7	Aerial Kombat: 7
Weapon: 6	Overall: 8

Ba Shan Fan Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Backfist
←+■	←+X	Smashing Fist
↓+■	↓+X	Lowering Punch
▲	Y	Chest Backfist
↑+▲	↑+Y	Smashing Elbow
→+▲	→+Y	Power Punch
↓+▲	↓+Y	Rising Fist
×	A	Stomach Kick
←+×	←+A	Shun Pain
↓+×	↓+A	Twisting Low Kick
●	B	Front Kick
↓+●	↓+B	Creeping Kick
▲,■	Y,X	Look Out
▲,←+■	Y,←+X	Double Backfist
■,×	X,A	Cruncher
■,←+×	X,←+A	Leg Bash
■,●	X,B	Tricks
▲,■,L2	Y,X,L	Krazied Lady

Ba Shan Fan Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Flip Throw
■	X	War Cry
▲	Y	Smash Down
×	A	Gut Kick
■,■	X,X	Downward Swat
■,■,■	X,X,X	Downward End
■,■,▲	X,X,Y	Swipe
■,■,×	X,X,A	Hovering Kick
×,×,■	A,A,X	Swat Team
×,×,▲	A,A,Y	Power Down
■,■,●	X,X,B	Crashing Wind
×,×,×	A,A,A	Spinning Wheels
×,×,●	A,A,B	End Times
×,×,■,■	A,A,X,X	Downtime
■,■,×,×	X,X,A,A	Pinwheel
■,■,×,●	X,X,A,B	Bounceback
×,×,■,●	A,A,X,B	This is the End

Demon Fang Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Lethal Slash
↑+■	↑+X	Leaf Cutter
↓+■	↓+X	Leg Slicer
▲	Y	Swift Wind
→+▲	→+Y	Stomach Poke
↓+▲	↓+Y	Deadly Blade
×	A	Melee Slice
←+×	←+A	1000 Deaths
↓+×	↓+A	Low Slice
←+●	←+B	Leg Trip
↓+●	↓+B	Toe Poker
■,■	X,X	Basic Slashes
▲,←+×	Y,←+A	Blood Thirst
×,●	A,B	Double Hit
■,■,▲	X,X,Y	Wind Kontrol
■,■,×	X,X,A	Kunlun's Best
■,■,●	X,X,B	Unmatched

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Demon Fang Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick
■,■,●	X,X,B	Shove It
×,×,×	A,A,A	Barrel Roll
×,×,●	A,A,B	Downward Spiral
×,×,■,■	A,A,X,X	It's All Over
■,■,×,×	X,X,A,A	Air Barrel
×,×,■,▲	A,A,X,Y	Back in Action
■,■,×,●	X,X,A,B	Boot Slam
×,×,■,●	A,A,X,B	Zero G

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Sneaky Knee
←,→+×	←,→+A	5-Star Kick
↓,←+■	↓,←+X	Gut Buster
←,→+▲	←,→+Y	Throwing Knife
→,→+■	→,→+X	Skull Bash

Best Combos

Ba Shan Fan: Double Backfist, Krazied Lady (33% Damage)

Ba Shan Fan: Double Backfist, Tricks (26% Damage)

Demon Fang: Leaf Cutter, Change Fighting Style, Krazied Lady (33% Damage)

Demon Fang: Leaf Cutter, Kunlun's Best (29% Damage)

Offensive Strategies

Sareena has no standout attack to rely on under any circumstance, but if you use all her tools well, she is a forced with which to be reckoned. From across the screen, Sareena can unleash a flurry of projectile attacks at a speed unmatched by any other combatant. Her Throwing Knife is the fastest projectile in the game. It does not inflict much damage, but it's possible to throw multiple knives back to back. Against an opponent who cannot teleport, this is a good tactic to use at long range.

At midrange, Sareena can punish with the 5-Star Kick or the Skull Bash. The Skull Bash is the preferred punishment tool at this range, because it knocks the opponent into the air and you can follow it up with

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Krazied Lady or Kunlun's Best, depending on your fighting style. If you're near a death trap or stage hazard, use the 5-Star Kick to take advantage of the environment.

During close-range combat, Sareena can wait for a blocked unsafe attack and punish with the Leaf Cutter, Double Backfist, or Skull Bash. She can also use the Gut Buster to evade an attack and punish. The Gut Buster has a built-in back-dash, which can evade most hand-to-hand attacks. Do not use the Gut Buster if the opponent is in a weapon style, as it will not evade as well.

Rounding out Sareena's close-combat strategy is a mix-up between Cruncher and Leg Bash in Ba Shan Fan style. Both of these canned combos start with a mid attack; Cruncher ends with a second mid attack and Leg Bash ends with a low attack. This is a nice poking mix-up to use at close range when your opponent is playing defensively and not allowing you to punish.

Defensive Strategies

As a punisher character, Sareena's defense is similar to her offense. Defending at midrange is where Sareena is at her best. The 5-Star Kick and Skull Bash are both good punishing tools from this range. They make the opponent back up to long range or move closer to Sareena to prevent continued punishment.

Sareena doesn't have many defensive options from across the screen, but if you are at long range, you can use the Throwing Knife multiple times to force the opponent to come toward you. At close range, the Gut Buster is a nice evasive attack that will knock an opponent into a death trap if one is nearby. If your opponent corners you near a death trap, Sareena can changes sides with the opponent via her Sneaky Knee throw, getting her out of a bad situation.

Best Match-Ups

Low tier Characters

Punisher character types rely on the mistakes of their opponents to punish and inflict damage. One mistake, and one-third of an opponent's health bar is gone. Low tier character types have few safe attacks, if any. If almost any of their attacks are blocked, punisher characters can inflict a good amount of damage. Low tier characters have a low win ratio against punisher type characters.

Worst Match-Ups

Punisher Characters

Normally the worst match-up for a punisher character is a poking character. But Sareena's close-range mix-up between the Leg Bash and Cruncher give her the ability to compete at close range with a poking character. Sareena's worst match-up is another punisher character. A punisher type waits for an opening and takes advantage of it by inflicting 30 percent damage or more. Rarely will a punisher character initiate an attack. When two punisher characters go head-to-head, it's an intense match to determine who will attack first and risk getting punished.

Best Stages

While Sareena is capable of fighting from any distance, she fights best from close and midrange. She also has several attacks that will knock an opponent into a death trap. This gives Sareena a significant advantage on smaller stages with death traps. To make the most of these situations, take the fight to the Armory, Battle Arena, Evil Tower, Falling Cliffs, Sky Temple, and Wastelands.

Worst Stages

Few stages put Sareena at a disadvantage, but she gets the least advantage from large stages without death traps. On these stages, the opponent can keep Sareena at a distance, limiting her offensive ability. Without a death trap to rely on, Sareena has to work harder for the victory. Avoid fighting on Pyramid of Argus, Botan Jungle, Arctika, Lin Kuei Palace, Netherrealm Cliffs, and Edenian Ruins.

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Scorpion

Character Type: Punisher

Scorpion is a hell-spawned specter who has had many enemies. His first true enemy was Sub-Zero, but as the series progressed, Scorpion found a new enemy in Quan Chi. As Scorpion sought out Quan Chi, Moloch and Drahmin nearly killed him. He narrowly escaped and ended up with the Elder Gods. The Elder Gods transformed Scorpion into a weapon to defeat the Dragon King, Onaga, and stop him from destroying the realms.

Character Rating

Offense: 10
Defense: 10
Weapon: 7

Ground Kombat: 7
Aerial Kombat: 10
Overall: 9

Hapkido Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Right Cross
←+■	←+X	Face Strike
↓+■	↓+X	Twisting Palm
▲	Y	Neck Chop
↓+▲	↓+Y	Hammer Uppercut
×	A	Axe Kick
→+×	→+A	Knee Knockdown
↓+×	↓+A	Back Sweep
●	B	Forward Snap Kick
←+●	←+B	Backside Kick
↑+●	↑+B	Front Thrust Kick
↓+●	↓+B	Front Sweep
▲,▲	Y,Y	Left Cross
▲,×	Y,A	Chained Up
→+×,←+×	→+A,←+A	Hop Sweep
●,←+●	B,←+B	Lethal Legs
●,↑+●	B,↑+B	Liftoff
▲,▲,■	Y,Y,X	Flowing Wate

Hapkido Style Ground Attacks (cont.)

PS2 Notation	Xbox Notation	Move
▲,×,←+■	Y,A,←+X	Rear Ended
▲,▲,×	Y,Y,A	Triple Combo
▲,▲,●	Y,Y,B	Inner Power
▲,×,↑+●	Y,A,↑+B	Burning Soul
▲,×	Y,A	Hell's Warrior
×,←+■	A,←+X	Overlord of Darkness

Hapkido Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Over Head Air Toss
■	X	Fallout
▲	Y	Airborne
×	A	Straight Up
■,■	X,X	Flying Kick
▲,▲	Y,Y	Power Slam
×,×	A,A	Straight Forward
■,■,■	X,X,X	Gravity Strike
■,■,▲	X,X,Y	Toss Ya!
■,■,×	X,X,A	Ending It Now
×,×,▲	A,A,Y	Grounded
■,■,●	X,X,B	Air Death
×,×,×	A,A,A	Air Kick
×,×,●	A,A,B	Time To Hover

Mugai Ryu Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Bloody Tip
→+■	→+X	Hilt Blunt
↓+■	↓+X	Ducking Horizontal Slash
▲	Y	Horizontal Slash
↑+▲	↑+Y	Swinging Vengeance
→+▲	→+Y	Dark Lifter
↓+▲	↓+Y	2-Handed Uppercut
×	A	Fiery Saber
←+×	←+A	Speed Demon
→+×	→+A	Agony's Edge
↓+×	↓+A	Low Thigh Slash
●	B	Gut Slicer

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Mugai Ryu Style Attacks (cont.)

PS2 Notation	Xbox Notation	Move
←+●	←+B	Foot Decapitator
↓+●	↓+B	Toe Poke
▲,▲	Y,Y	Bloodfire
▲,▲,■	Y,Y,X	Bloodbath
▲,▲,●	Y,Y,B	Swift Fire

Mugai Ryu Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Thrash Out
▲	Y	Bogie
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Rebel
×,×	A,A	Airborne Kick
■,■,■	X,X,X	Fresh Air

Mugai Ryu Style Air Attacks (cont.)

PS2 Notation	Xbox Notation	Move
■,■,▲	X,X,Y	Spinning Attack
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Somersault
■,■,●	X,X,B	Flip Down
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Pincer Throw
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Zero Gravity

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Knee Launch
←,→+■	←,→+X	Bloody Spear
↓,←+▲	↓,←+Y	Hellfire
→,←+×	→,←+A	Backflip Kick
→,←+●	→,←+B	Hellfire Punch

Best Combos

Hapkido: Bloody Spear, Burning Soul, Front Thrust Kick, Air Death, Time to Hover (43% Damage)
This combo will not connect in full if the opponent tech-rolls.

Hapkido: Bloody Spear, Burning Soul, Hell's Warrior (35% Damage)

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Hapkido: Bloody Spear, Burning Soul, Hell's Warrior (35% Damage)

Mugai Ryu: Hilt Blunt, Bloody Spear, Change Fighting Style, Burning Soul, Hell's Warrior (30% Damage)

Mugai Ryu: Bloody Spear, Hilt Blunt, Change Fighting Style, Hell's Warrior (30% Damage)

Offensive Strategies

Scorpion specializes in punishing opponents. If you fight as Scorpion, stay in his Hapkido fighting stance, because it offers his best offensive tools. Use his Bloody Spear on any opponent who jumps toward you from a distance (the attack will connect while your foe is in the air). If you're at close range, you can use the Burning Soul attack or the Hellfire Punch to punish your opponent's missed attacks.

The Axe Kick, Burning Soul, and Front Thrust Kick should be your bread and butter attacks at close range. Use the Axe Kick most often as it will hit your opponent when standing or ducking, and when it connects you can go right into the Front Thrust Kick as a canned combo. In addition, when your opponent blocks the Axe Kick, you can parry, block, or duck any attack your opponent tries to counter with. Mix in throws to keep yourself safe from being parried, and use the Hop Sweep to poke low and keep your opponent guessing.

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Defensive Strategies

Any time you connect with a parry, use Scorpion's Burning Soul attack. This allows you to go right into an aerial canned combo and inflict a good amount of damage on your opponent. The Burning Soul attack also has enough range that you shouldn't miss, no matter how far away your opponent is after the parry.

When fighting your opponent from a distance, do not use the Bloody Spear unless your opponent attempts to jump at you. If you opponent starts using projectile attacks or does anything other than block or sidestep, use the Hellfire Punch as instant punishment. After blocking an attack or canned combo, counterattack with the Axe Kick or a throw.

Best Match-Ups

Low Tier Characters

Scorpion is a demon when it comes to punishing attacks. Make one mistake as an opponent, and more than one-third of your health bar is gone. Low tier character types have few safe attacks, if any. If Scorpion blocks almost anything they attack with, he can punish them. With the Axe Kick, Scorpion doesn't even have to sit back and wait for an unsafe attack. He can apply pressure and force an opening on the low tier character.

Worst Match-Ups

Ranged Characters

Normally the worst match-up for a punisher-type character is a poking-type character. But Scorpion's Axe Kick is the perfect poking tool, so he can poke on even terms with many poking-type characters.

Scorpion falters a bit against ranged character types. Scorpion can punish from a distance, but what he can punish with is limited, meaning he won't be able to inflict as much damage as he would be able to at close range. He also can't force himself on a ranged character type, because the Axe Kick is not effective at long range.

Best Stages

Because Scorpion is a punishing-type character and punishes best from close range, his best stages are those that keep the fighting restricted to close quarters. These stages are the Pyramid of Argus, Soul Chamber, Arctika, Netherrealm Cliffs, Scorpion's Lair, and Edenian Ruins. These stages have no death traps or stage hazards and are single-tiered. This means that the fighting is never interrupted by a cutscene that resets the position of the kombatants, and it is easier to stay at close range while fighting.

Worst Stages

Scorpion's worst stages are those that require good positioning to ensure you are not knocked into a death trap or stage hazard. These stages include the Armory, Battle Arena, Fire Well, Lumber Mill, Wasteland, Outworld Spire, and Subway. On these stages, you have to pay close attention to your surroundings, and it is difficult for Scorpion to stay close to his opponent. Punishing from a distance is disadvantageous in many circumstances, because you appear behind your opponent, which could land you next to a death trap or stage hazard.

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Sektor

Character Type: Punisher

Sektor is the code name for unit LK-9T9, one of three prototype cybernetic ninja built by the Lin Kuei. He was ordered to kill Sub-Zero, but after battling with numerous Outworld forces, his programming was corrupted. His next purpose was to take control of the Lin Kuei. Sub-Zero stopped Sektor, who fled to Japan to form a new clan, the Tekunin.

Character Rating

Offense: 8	Ground Kombat: 6
Defense: 6	Aerial Kombat: 8
Weapon: 7	Overall: 7

Kenpo Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Throat Chop
←+■	←+X	Spinning Elbow
↑+■	W+3	Leaping Strike
↓+■	X+3	Low Knife Strike
▲	4	Shoulder Chop
←+▲	A+4	Double Handed Push
↑+▲	W+4	Upwards Uppercut
↓+▲	X+4	Uppercut
×	1	Reverse Side Kick
←+×	A+1	Scorpion Sting
→+×	D+1	Painful Knee
↓+×	X+1	Knee Brusier
●	2	Axe Kick
←+●	A+2	Trip Attack
↓+●	X+2	Low Kick Attack
■,■	3,3	White Tiger
■,×	3,1	Leopard Paws
×,×	1,1	Kicky Klicky

Kenpo Style Ground Attacks (cont.)

PS2 Notation	Xbox Notation	Move
■,■,↑+■	3,3,W+3	Tiger Strikes
■,■,▲	3,3,4	Red Robot
■,×,×	3,1,1	Bad Robo
■,■,●	3,3,2	Dark Shadow
■,■,L2	3,3,7	Red Metal

Kenpo Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Over Head Air Toss
■	X	Ambush
▲	Y	Danger Swipe
×	A	Psycho Spin
■,■	X,X	Downward Swat
×,×	A,A	Tornado Twist
■,■,■	X,X,X	Take Off
■,■,▲	X,X,Y	Tear Down
■,■,×	X,X,A	Monsoon
×,×,■	A,A,X	Down Slash
■,■,●	X,X,B	Whipcrack
×,×,▲	A,A,Y	Flying Human
×,×,×	A,A,A	Air Sails
×,×,●	A,A,B	Flicker
■,■,×,▲	X,X,A,Y	Throwdown
×,×,■,■	A,A,X,X	Splashdown
■,■,×,×	X,X,A,A	Sailing Away
■,■,×,●	X,X,A,B	Whiplasher
×,×,■,●	A,A,X,B	Sinking Hero

Pulseblades Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Light Beam Strike
←+■	←+X	Turning Saber
↓+■	↓+X	Crouching Stomach Attack
▲	Y	Face Kut
←+▲	←+Y	Junkyard
↓+▲	↓+Y	Double Bladed Uppercut
×	A	Cybernetic Stab
←+×	←+A	Leg Slash

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Pulseblades Style Attacks (cont.)

PS2 Notation	Xbox Notation	Move
↓+×	↓+A	Low Blade Slash
●	B	Chest Attack
←+●	←+B	Twisting Lazers
↓+●	↓+B	Crouching Double Blades
■,■	X,X	Double Trouble
×,■	A,X	Ketchup's Revenge
×,←+▲	A,←+Y	Saber Impact
×,■,■	A,X,X	Pulse Swings
■,■,×	X,X,A	Cyber Skillz
■,■,●	X,X,B	The Monster

Pulseblades Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Powerhouse
▲	Y	Lucky Change
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Face Kicked
×,×	A,A	Wind Kick
■,■,■	X,X,X	Vicious Boots
■,■,▲	X,X,Y	Back Flip Kick
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Flip Back

Pulseblades Style Air Attacks (cont.)

PS2 Notation	Xbox Notation	Move
■,■,●	X,X,B	Foot Grab
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Heel Toss
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Foot Assault

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Elbow Bash
↓,←+▲	↓,←+Y	Upward Missile
←,→+×	←,→+A	Flame On
↓,←+■	↓,←+X	Chest Missile
→,→+●	→,→+B	Rocket Punch

Best Combos

Kenpo: Painful Knee, Red Metal (33% Damage)

Kenpo: Rocket Punch, Painful Knee, Red Metal (33% Damage)

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Kenpo: Painful Knee, Painful Knee, Dark Shadow (39% Damage)

Pulseblades: Rocket Punch, The Monster (26% Damage)

Pulseblades: Turning Saber, The Monster (22% Damage)

Offensive Strategies

Sektor is a punisher character type, so force your opponent into making a mistake on which you can capitalize. Stay at any range other than right next to your opponent. At mid-range, use Sektor's Flame On as a quick attack followed by a backward jump. Do this until your opponent takes the bait and comes toward you during your jump. At this point, use the Rocket Punch in midair to catch your opponent off guard.

From across the screen, use a similar bait with the Chest Missile and Upward Missile. Follow these attacks with a forward jump, and use a midair Rocket Punch when your opponent takes the bait. If your opponent plays smart and doesn't take the bait, switch to Pulseblades style and use the Leg Slash from mid-range to poke at your opponent. Follow this with a backward jump and aerial Rocket Punch when your opponent gets fed up with your poking.

Defensive Strategies

On defense Sektor is all about low pokes, parries, and blocking. When you're close to your opponent, use the Low Knife Strike, Scorpion Sting, Knee Brusier, and Low Kick Attack to stop your opponent from attacking. When your opponent blocks low, go back on the offensive with the Painful Knee attack.

Punish your opponent with the Painful Knee when you block an attack that is not safe or when you land a successful parry. Off the Painful Knee, Sektor can inflict 39 percent damage, so hit it after a parry or blocked attack. When you're at a distance, punish your opponent with Flame On or the Rocket Punch if your foe misses an attack, or use a projectile attack.

Best Match-Ups

Low Tier Characters

Punisher character types rely on their opponents' mistakes to punish and inflict damage. One mistake, and a punisher character's opponent loses one-third of the health bar. Low tier character types have few safe attacks, if any. If any of their attacks are blocked, a punisher character can inflict a good amount of damage. Low tier characters have a low win ratio against punisher characters.

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Worst Match-Ups

Poking Characters

Most punisher characters have trouble inflicting damage on opponents who play it safe. Most of their attacks are built around countering blocked and missed attacks; if you remove these two counterattack options, punishers don't have much left on which to rely. This is the primary reason poking characters give punishers a hard time. The focus of a poking character is to play as safely as possible, using quick poking attacks. They also excel at close-range fighting, where missed attacks will happen less frequently. This greatly limits the offensive options available to punisher character types.

Best Stages

Sektor is a well-rounded character. He punishes well and can hold his own when fighting at a distance as well. He has trouble at close range, but the high damage he inflicts with punishing close-range attacks makes up for this. Sektor can inflict damage at a power character level, and he excels at punishing attacks, so his best stages are those that do not feature death traps. Sektor can dish out more damage than most non-power character types, so avoid giving your opponent the chance of an easy victory with a death trap. Fight with Sektor on Goro's Lair, Hell, Pyramid of Argus, Nethership Interior, Tekunin Prison, Soul Chamber, Arctika, and Netherrealm Cliffs.

Worst Stages

Because Sektor can inflict good amounts of damage on his opponents, he's at an advantage when his opponent cannot defeat him with a one-hit kill. This also means that his opponents are at an advantage when they can use a death trap to defeat Sektor. Sektor can use the Rocket Punch to switch sides with his opponent, but the attack is unsafe if blocked and can seriously damage Sektor. Avoid fighting on stages that have a death trap and a small area in which to move around. These stages include the Fire Well, Hell's Foundry, Lumber Mill, Sky Temple, Wasteland, Armory, and Battle Arena.

Shang Tsung

Character Type: Ranged

Centuries ago, Shang Tsung stole the Mortal Kombat tournament from the Shaolin monks in an attempt to win Earth Realm for Shao Kahn, the emperor. Eventually he killed Shao Kahn and allied himself with the sorcerer Quan Chi to revive the Dragon King, Onaga, and have access to an infinite number of souls to maintain his youth.

Character Rating

Offense: 6	Ground Kombat: 6
Defense: 4	Aerial Kombat: 6
Weapon: 3	Overall: 6

Snake Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Bai She Tu Xin
←+■	←+X	Cross Fang
↓+■	↓+X	Low Palm
▲	Y	Viper Strike
←+▲	←+Y	Gut Buster
↑+▲	↑+Y	Snake Bite
↓+▲	↓+Y	Twin Fang Uppercut
×	A	High Snapkick
←+×	←+A	Kobra Venom
↓+×	↓+A	Low Cobra Kick
←+●	←+B	Eagle Pecking
↓+●	↓+B	Quick Low Kick
■,■	X,X	Teeth Strikes
▲,←+●	Y,←+B	Low Bite
■,■,■	X,X,X	Thrusting Fang
■,■,▲	X,X,Y	Crossing Fangs
■,■,×	X,X,A	Snake Wipping Tail
■,■,←+×	X,X,←+A	Sunken Fangs
■,■,▲,←+■	X,X,Y,←+X	Cross Fang

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Snake Style Ground Attacks (cont.)

PS2 Notation	Xbox Notation	Move
■,■,▲,▲	X,X,Y,Y	Twisting Python
■,■,▲,×	X,X,Y,A	Spiritual Snake Tail
■,■,▲,▲,←+▲	X,X,Y,Y,◁+Y	Crushing Palm
■,■,▲,L2	X,X,Y,L	Slitherly Master
▲,▲	Y,Y	Posion Fangz
▲,×	Y,A	Dangerous Venom
■,■,▲,←+●	X,X,Y,◁+B	Blood Point

Snake Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Whiplash
■	X	Bombardment
▲	Y	Updraft
×	A	Fire Fly
■,■	X,X	Airmatic Smacks
×,×	A,A	Double Air Kicks
■,■,■	X,X,X	Power Bash
■,■,▲	X,X,Y	Backup
■,■,×	X,X,A	Reset Fists
×,×,■	A,A,X	X Marks the Spot
×,×,▲	A,A,Y	Ploted Tree
■,■,●	X,X,B	Zero Cool
×,×,×	A,A,A	Shaddy Heel
×,×,●	A,A,B	Null G

Straight Sword Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Gut Swipe
←+■	◁+X	Dodge This
↓+■	▽+X	Low Slash
▲	Y	Face Smacker
↑+▲	△+Y	Face Kut
→+▲	▷+Y	Middle Slash
↓+▲	▽+Y	2-Handed Uppercut
×	A	Middle Chest Slash
←+×	◁+A	Befallen Edge
↓+×	▽+A	Foot Stab
●	B	Head Poker
←+●	◁+B	Twisting Death
↓+●	▽+B	Mule Slash

Straight Sword Style Attacks (cont.)

PS2 Notation	Xbox Notation	Move
■,■	X,X	Spin Factor
←+●,→+●	◁+B,▷+B	Twisting Blender
■,■,▲	X,X,Y	Gravity Killer
■,■,×	X,X,A	Destruction Blows
■,■,●	X,X,B	Dancing Swords

Straight Sword Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick
■,■,●	X,X,B	Shove It
×,×,×	A,A,A	Barrel Roll
×,×,●	A,A,B	Downward Spiral
×,×,■,■	A,A,X,X	It's All Over
■,■,×,×	X,X,A,A	Air Barrel
×,×,■,▲	A,A,X,Y	Back in Action
■,■,×,●	X,X,A,B	Boot Slam
×,×,■,●	A,A,X,B	Zero G

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Body Stomper
→,←+■	▷,◁+X	Close Fire Ring
←,→+■	◁,▷+X	Outter Fire Ring
↓,←+×	▽,◁+A	Soul Steal
↓,←+▲	▽,◁+Y	Forward Fireball
↓,←+●	▽,◁+B	Mysterious Magic

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Best Combos

Snake: Kobra Venom, Slitherly Master (30% Damage)

Snake: Kobra Venom, Change Fighting Style, Destruction Blows (29% Damage)

Snake: Kobra Venom, Twisting Python (28% Damage)

Offensive Strategies

Shang Tsung was the first boss ever to appear in a *Mortal Kombat* game. He's lost quite a bit of his power over the years, and he can't morph into any of the other combatants like he used to. But in *MK Armageddon* he shows a few shades of his former self, reverting to the ranged character he was in the original *MK*.

From just inside max range, use Shang's Outter Fire Ring and Forward Fireball to confuse your opponent. Most projectile attacks can be sidestepped easily from across the screen, but Shang Tsung's Outter Fire Ring cannot be sidestepped. If you mix it up with the Forward Fireball, you can chip away at your opponent's health bar with very little threat of counterattack. If your opponent does try a counterattack, use Mysterious Magic to appear behind your foe with a low attack.

If you move to midrange you can use the Close Fire Ring the same way you would use the Outter Fire Ring. From this range you can also attack with the Soul Steal, which drains some of your opponent's health and replenishes a small amount of your own health.

Defensive Strategies

Shang Tsung is a completely offensive character with very little in the way of defense. The only defensive attack he has—Mysterious Magic—is effective only from midrange and beyond. You can also use this attack to change sides with your opponent if you're cornered near a death trap or stage hazard.

If your opponent closes in on you, Shang is at a severe disadvantage. All you can do at close-range is wait for an opportunity to use the Slitherly Uppercut and accompanying combo or use your throw to punish. Shang's throw leaves him at midrange when it hits. This allows you to go back on the offensive.

Best Match-Ups

Poking Characters

While some ranged characters can hold their own at close-range, they are at their best from a distance. Poking character types require close-range combat to chip away at their opponent's health and force an opening for a combo. It's very difficult for a poking character to inflict damage on a ranged character. The ranged character works to keep a distance while the poking character tries to close the gap. In this battle over distance, the ranged character has a significant advantage.

Worst Match-Ups

Ranged Characters

The only character types that excel at ranged combat are other ranged character types. This makes every match-up between two ranged character types a very difficult battle. Both characters try to keep a distance between them, allowing their opponents to fight at the best attack range. In a ranged-vs.-ranged battle, both characters are using their best attacks from their ideal fighting distance. The winner is determined by the skill of the player, not the character type being used.

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Best Stages

Shang Tsung thrives on large stages with no death traps. When playing as Shang, most of your offense is at maximum or mid- range, so it is difficult to knock your opponent into a death trap. Large stages with no death traps give Shang plenty of room to set up his long-range attacks without worrying about trying to set up an opponent for a death trap or being set up himself. Fight in the Pyramid of Argus, Botan Jungle, Arctika, Lin Kuei Palace, and Netherrealm Cliffs.

Worst Stages

Small stages are very bad for Shang Tsung. Almost all of his offense comes from ranged attacks, and he loses a great deal of his attack power when he's forced to fight in close. The only benefit of small stages is that he can use Mysterious Magic to get behind and force an opponent into a death trap. In a smaller stages with no death trap, Shang is left with very little to help him out. Avoid fighting in Meteor Storm, Tekunin Prison, Reptile's Lair, Soul Chamber, Reiko's War Room, Chamber of Daegon, and Shao Kahn's Throne Room.

Shao Kahn

Character Type: Punisher

The chosen warriors from Earth defeated Shao Kahn. Before he faced death, he created a clone of himself to distract the Earth warriors, and went into hiding with Goro. When he discovered that his old nemesis Onaga had been revived, his new goal was to remove Onaga from power and punish the Tarkatan race for assisting Onaga.

Character Rating

Offense: 6	Ground Kombat: 4
Defense: 7	Aerial Kombat: 5
Weapon: 3	Overall: 4

Tai Tzu Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Crushing Punch
←+■	←+X	Smashing Fist
↓+■	↓+X	Low Punch
▲	Y	Head Knocker
←+▲	←+Y	Burning Palms
↓+▲	↓+Y	Uppercut
×	A	Stomach Kick
←+×	←+A	Twisting Leg Trip
↓+×	↓+A	Crouching Low Kick
●	B	Power Head Kick
→+●	→+B	Cruncher
↓+●	↓+B	Quick Low Kick
■,■	X,X	Crushing Fists
▲,×	Y,A	Twisting Evil
▲,●	Y,B	Black Out
■,■,■	X,X,X	Blows of Doom
■,■,▲	X,X,Y	Twisting Knocker
■,■,×	X,X,A	Hellfire Doom
■,■,L2	X,X,L	Angry Ruler

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Wrath Hammer Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Face Smaser
←+■	←+X	Raging Uproar
↓+■	↓+X	Blunt End
▲	Y	Screaming Hammer
→+▲	→+Y	Dizzyness
↓+▲	↓+Y	Power Swing
×	A	Hammer Stomper
→+×	→+A	Low Hammer Hit
↓+×	↓+A	Shin Destroyer
●	B	Power Kick
←+●	←+B	Krazy Swing
↓+●	↓+B	Cheap Shot

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Uplifting Smack
↓,→+■	↓,→+X	Explosive Blast
←,→+×	←,→+A	Uplifting Knee
→,→+▲	→,→+Y	Charging Spikes
↓,←+■	↓,←+X	Emperor's Shield
↓,→+×	↓,→+A	Mystic Choke
↓,↑+■	↓,↑+X	Ridicule

Best Combos

Tai Tzu: Smashing Fist, Smashing Fist, Hellfire Doom (31% Damage)

Tai Tzu: Uplifting Knee, Smashing Fist, Hellfire Doom (26% Damage)

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Wrath Hammer: Hammer Stomper, Hammer Stomper, Power Swing (28% Damage)

Wrath Hammer: Uplifting Knee, Hammer Stomper, Change Fighting Style, Hellfire Doom (26% Damage)

Offensive Strategies

Shao Kahn is classified as a punisher, but he's different than the standard punisher character. His optimum range is halfway across the screen at mid-range. At this range, you can wait out your opponent while fishing for parries, and you can punish well with the Uplifting Knee, Charging Spikes, and Mystic Choke. If you connect with the Uplifting Knee, you can follow up with a combo for decent damage.

While the Emperor's Shield sounds like a defensive maneuver, it can be used offensively. It will hit and knock back an opponent close enough to you. Under most circumstances, you can connect with the Emperor's Shield at mid-range. It has deceptive range and executes quickly, which can catch your opponent off guard. If your opponent closes in on you, wait for an unsafe attack and punish with the Smashing Fist.

Defensive Strategies

Defense is Shao Kahn's best category, but he's a limited character in terms of offensive and defensive ability, so you'll have to work hard to defend against most opponents. Shao Kahn's best defensive position is at long range, across the screen. At this range, Kahn can bait the opponent with Ridicule. You can only use Ridicule three times in each match, but each time you regain a small amount of health.

When your opponent closes in on you, use a parry to keep your foe at bay. If the fighter stops at mid-range, wait for an attack and punish with Uplifting Knee to launch your opponent into the air for a combo. Kahn may not have as many defensive options as the other characters, but he is a formidable defensive opponent. It's also worth noting that unlike the other former boss characters, Shao Kahn takes the same amount of damage as any other normal character. The other former boss characters take more damage than normal characters.

Best Match-Ups

Low Tier Characters

Punisher character types rely on the mistakes of their opponents to punish and inflict damage. One mistake, and a punisher character's opponent loses one-third of the health bar. Low tier character types have few safe attacks. If almost any of their attacks are blocked, a punisher character can inflict a good amount of damage. Low tier characters have a low win ratio against punisher characters.

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Worst Match-Ups

Poking Characters

Most punisher characters have trouble inflicting damage on opponents who play it safe. Most of their attacks are built around countering blocked and missed attacks, and if you remove these two counterattack options, punishers don't have much left on which to rely. This is the primary reason poking characters give punishers a hard time. The focus of a poking character is to play safely, using quick poking attacks. They also excel at close-range fighting, where missed attacks happen less frequently. This limits the offensive options available to punisher character types.

Best Stages

Unlike most other punisher characters, Shao Kahn does not need a lot of room with which to work. He fights well at mid-range. The only real benefit he gets from a distance is the use of Ridicule, but you can use that only three times per match. You want to focus on mid-range fighting, so Kahn's best stages are the ones with small death traps. These include the Armory, Battle Arena, Evil Tower, Fire Well, Sky Temple, and Wasteland. Most of Kahn's punishing attacks knock the opponent into a death trap if executed at close enough range, so these stages work well for him.

Worst Stages

Shao Kahn plays best at mid-range. Because of this, he is versatile when it comes to stage selection. His best stages are smaller stages, but he can also fight well on larger stages. The only stage where Kahn has trouble is the smallest stage, Falling Cliffs. You may have trouble getting to mid-range. It's easy to knock someone into the death trap at the bottom of the stage, but you'll already be fighting to get to your optimum range, so it will be difficult to focus on not getting knocked off yourself.

Sheeva

Character Type: Punisher

Once the handpicked personal protector of Queen Sindel, Sheeva served Shao Kahn during the Earth's invasion. During that time, her race of Shokan were being punished in the Outworld. Kahn favored Motaro's Centaurian race and aided them in defeating the Shokan. After learning of these events, Sheeva turned on her master, slaying Motaro in the process. Sheeva failed to defeat Shao Kahn, and it was assumed she was dead.

Character Rating

Offense: 6	Ground Kombat: 6
Defense: 6	Aerial Kombat: 6
Weapon: 5	Overall: 6

Kuatan Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Dragon Hands
→+■	RS→+X	Excessive Punch
↓+■	RS↓+X	Ducking Hook Punch
▲	Y	Damaging Fist
↓+▲	RS↓+Y	Double Hand Uppercut
✕	A	Kuatan Spin Kick
←+✕	RS←+A	Quick Shin Attack
↓+✕	RS↓+A	Low Kick
●	B	Snuff Kick
→+●	RS→+B	Tricky Poke
↓+●	RS↓+B	Ankle Hit
▲,■	Y,X	Rushing Madman
▲,▲	Y,Y	Swift Like the Wind
▲,▲,→+■	Y,Y,RS→+X	Face Smasher
▲,▲,✕	Y,Y,A	Rawr
▲,▲,L2	Y,Y,LB	Furious Stab

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Kuatan Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Over Head Air Toss
■	X	Fallout
▲	Y	Airborne
×	A	Straight Up
■,■	X,X	Flying Kick
▲,▲	Y,Y	Power Slam
×,×	A,A	Straight Forward
■,■,■	X,X,X	Gravity Strike
■,■,▲	X,X,Y	Toss Ya!
■,■,×	X,X,A	Ending It Now
×,×,▲	A,A,Y	Grounded
■,■,●	X,X,B	Air Death
×,×,×	A,A,A	Air Kick
×,×,●	A,A,B	Time to Hover

Shokan Blades Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Head Slash
←+■	←+X	Upper Slash
▲	Y	Knife Swipe
→+▲	→+Y	Hyper Slash
×	A	Turn Around Slash
●	B	Mid-Section Stab
■,▲	X,Y	2 Arm Swipe
▲,■	Y,X	Wicked
■,×	X,A	Turn Around
■,●	X,B	Head Slam
■,▲,×	X,Y,A	Smooth Slice
■,▲,●	X,Y,B	Stomach Stab

Shokan Blades Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Thrash Out
▲	Y	Bogie
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Rebel
×,×	A,A	Airborne Kick

Shokan Blades Style Air Attacks (cont.)

PS2 Notation	Xbox Notation	Move
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Spinning Attack
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Somersault
■,■,●	X,X,B	Flip Down
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Pincer Throw
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Zero Gravity

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Chest Pounding
←,→+■	←,→+X	Untamed Fury
↓,↑+×	↓,↑+A	Death From Above
↑,↓+×	↑,↓+A	Furious Stomp
↓,→+▲	↓,→+Y	Searing Blast

Best Combos

Kuatan: Rushing Madman, Change Fighting Style, Stomach Stab (35% Damage)

Kuatan: Rushing Madman, Furious Stab (34% Damage)

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Shokan Blades: Upper Slash, Stomach Stab (35% Damage)

Offensive Strategies

Sheeva's Death From Above can punish an attack from anywhere on screen, can't be blocked, and inflicts a decent amount of damage. But after the attack hits, the opponent can counter with a guaranteed grounded attack. While grounded attacks do not inflict much damage, you take damage when you use Death From Above, no matter what the outcome. There was already a risk of the opponent sidestepping to avoid the attack, but because of the grounded attacks, Sheeva always takes damage after using Death From Above.

Sheeva players should still use Death From Above as long as they have more health than their opponents, but the effectiveness of the attack is reduced. From across the screen, Sheeva has another option with the Furious Stomp, but you can't use it well for punishing. Like Death From Above, the Furious Stomp cannot be blocked. The opponent has to jump to avoid it. You can use it from long range, but it's most effective at midrange where you can use the Upper Slash or Rushing Madman combos for extra damage.

You can also use Untamed Fury as a midrange punishing attack, but it won't inflict much damage. On the bright side, an opponent cannot block this attack, making it useful for punishing and when your opponent is playing defensively. Despite this, the Furious Stomp is still the best attack to use at midrange because it also can't be blocked and it leads to more damage than Untamed Fury.

At close range, you can use Untamed Fury to prevent an opponent from playing too defensively. When the opponent attacks, punish with Upper Slash or Rushing Madman, and go into a combo for maximum damage.

Defensive Strategies

Although Sheeva is not a former boss character, she takes more damage than any of the other normal characters. This hurts Sheeva in the long run as her only defense comes from fighting at close range. At this distance, wait for an opening to use Upper Slash or Rushing Madman and their accompanying combos. These two attacks also work well after a parry. At any other range, Sheeva is on offense. Untamed Fury, Death From Above, and Furious Stomp are all attacks the opponent cannot block, but they're also difficult to use at close range. After Sheeva pushes her opponent to at least midrange, she is free to go back on the offensive.

Best Match-Ups

Low Tier Characters

Punisher character types rely on the mistakes of their opponents to punish and inflict damage. One mistake, and one-third of an opponent's health bar is gone. Low tier character types have few safe attacks, if any. If any of their attacks are blocked, punisher characters can inflict a good amount of damage. Low tier characters have a low win ratio against punisher characters.

Worst Match-Ups

Poking Characters

Most punisher character types have trouble inflicting damage on opponents who play it safe. Most of their attacks are built around countering blocked and missed attacks, and if you remove these two counterattack options, punishers don't have much left on which to rely. This is the reason poking character types give punishers a hard time. The focus of a poking character is to play safely, using quick poking attacks. They also excel at close-range fighting, where missed attacks happen less frequently. This limits the offensive options available to punisher character types.

Best Stages

Sheeva fights well from long and midrange, but has few punishing attacks that knock an opponent into a death trap or stage hazard. Because of this, the best stages for Sheeva are large stages with no death traps. On these stages, Sheeva can use her attacks without fear of getting knocked into a death trap. Fight on Pyramid of Argus, Botan Jungle, Arctika, Lin Kuei Palace, Netherrealm Cliffs, and Edenian Ruins.

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Worst Stages

Because of her reliance on long- and midrange punishing attacks, Sheeva does poorly on small stages. She also has trouble making use of death traps, so small stages with death traps are bad for her. Avoid fighting on the Armory, Battle Arena, Evil Tower, Falling Cliffs, Sky Temple, and Wastelands.

Shinnok

Character Type: Poking

Banished to the Netherrealm for crimes committed against his once fellow Elder Gods, Shinnok was freed from his confines by Quan Chi. With the aid of a traitor, he was able to overtake the realm of Edenia. He then waged war against the Elder Gods, waiting for a chance to exact revenge against Raiden, the god who originally banished him to the Netherrealm. Shinnok was defeated, and his current agenda is unknown.

Character Rating

Offense: 7	Ground Kombat: 8
Defense: 5	Aerial Kombat: 6
Weapon: 9	Overall: 7

Kuo Shou Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Stomach Smash
←+■	←+X	Razor Elbow
↓+■	↓+X	Lower Claw Strike
▲	Y	Chin Lifter
←+▲	←+Y	Evil Uppercut
↓+▲	↓+Y	Volley Up
×	A	Elbow Grease
←+×	←+A	Steel Teeth Strike
↓+×	↓+A	Creeping Kick
●	B	Mid-Section Kick
←+●	←+B	Steel Toe Kick
↓+●	↓+B	Heel Tapper

Kuo Shou Style Ground Attacks (cont.)

PS2 Notation	Xbox Notation	Move
▲,■	Y,X	Hurtful Touch
▲,●	Y,B	Wasteland
●,●	B,B	Turning Heels
▲,●,●	Y,B,B	Elder God Words
●,●,L2	B,B,L	Red Crown
▲,●,●,L2	Y,B,B,L	Shin Lord

Kuo Shou Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Whiplash
■	X	Bombardment
▲	Y	Updraft
×	A	Fire Fly
■,■	X,X	Airmatic Smacks
×,×	A,A	Double Air Kicks
■,■,■	X,X,X	Power Bash
■,■,▲	X,X,Y	Backup
■,■,×	X,X,A	Reset Fists
×,×,■	A,A,X	X Marks the Spot
×,×,▲	A,A,Y	Ploted Tree
■,■,●	X,X,B	Zero Cool
×,×,×	A,A,A	Shaddy Heel
×,×,●	A,A,B	Null G

Amulet Staff Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Gauging Slash
↑+■	↑+X	Turning Glowing Staff
↓+■	↓+X	Chin Cut
▲	Y	Head Chopper
←+▲	←+Y	Twisting Hilt
↑+▲	↑+Y	Upward Staff
↓+▲	↓+Y	Reaching Edge
×	A	Ranged Staff
←+×	←+A	Feet Cutter
↑+×	↑+A	Staff of Power
↓+×	↓+A	Whirlwind Chop
●	B	Silver Slice

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Amulet Staff Style Attacks

PS2 Notation	Xbox Notation	Move
↓+●	⚪+B	Head Saw
■,←+×	X,⚪+A	Amulet Edge
■,↑+×	X,⚪+A	Ancient Secret
●,●	B,B	Cutting You Up
●,●,■	B,B,X	Slashing Underworld
●,●,×	B,B,A	Keeping Distance

Amulet Staff Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick
■,■,●	X,X,B	Shove It
×,×,×	A,A,A	Barrel Roll
×,×,●	A,A,B	Downward Spiral
×,×,■,■	A,A,X,X	It's All Over
■,■,×,×	X,X,A,A	Air Barrel
×,×,■,▲	A,A,X,Y	Back in Action
■,■,×,●	X,X,A,B	Boot Slam
×,×,■,●	A,A,X,B	Zero G

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Leg Breaker
↓,→+▲	⚪,⚪+Y	Summoned Fiend
↓,←+×	⚪,⚪+A	Tricky Portal
↓,←+■	⚪,⚪+X	Judgment Fist

Best Combos

Kuo Shou: Razor Elbow, Red Crown (28% Damage)

Amulet Staff: Turning Glowing Staff, Change Fighting Styles, Red Crown (33% Damage)

Amulet Staff: Turning Glowing Staff, Keeping Distance (31% Damage)

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Offensive Strategies

Shinnok is a unique poking character. Unlike most of the other poking characters, his optimum fighting range is not up close. He has a few attacks that reach all the way across the screen, but he fights best at midrange or a little closer. Stay in the Amulet Staff fighting style as much as possible; it's one of the longest-reaching weapons in *MK Armageddon*.

Fighting from just inside midrange, you can connect with almost all of Shinnok's attacks in the Amulet Staff style. Use the Turning Glowing Staff attack to combo your opponent for 33 percent damage. The Feet Cutter, Whirlwind Chop, and Upward Staff attacks hit your opponent low. The Gauging Slash hits mid and has very deceptive range. Use this, Sliver Slice, and the Turning Glowing Staff as a good mix-up with your low attacks from midrange. Sliver Slice will actually connect just outside of midrange and is one of the longest-reaching melee attacks in the game.

If you want to get fancy, use a mix-up between Amulet Edge and Ancient Secret. Amulet Edge hits mid, then low, while Ancient Secret hits mid, then knocks your opponent into the air for a combo. Substitute Ancient Secret in the Turning Glowing Staff combo for decent damage.

Last, but certainly not least, Shinnok has a decent punishing game from across the screen. Summoned Fiend cannot be blocked and is great for punishing almost anything. Judgment Fist pushes your opponent back if it connects, making it very useful when trying to position your opponent for a death trap or stage hazard. And if you're getting cornered, you can use the Tricky Portal attack to get to the other side of your opponent.

Defensive Strategies

As you can see, Shinnok has a lot of options when it comes to offensive strategies. On the defensive end, however, Shinnok isn't as lucky. He plays defense best from across the screen. From maximum range, Shinnok is basically a weak punisher-type character. Summoned Fiend and Tricky Portal should be your main attacks from a distance, but Judgment Fist can keep your opponent away from you if it connects.

At midrange, Shinnok is back in his element and can outreach almost any other opponent. There's no need to worry about defense here, just go right back on the offensive. If your opponent closes in further, switch to the Kuo Shou fighting style and look for an opening to use the Razor Elbow and following combo to give yourself some room. You can also use the Leg Breaker throw to knock your opponent back to midrange and start your offense again.

Best Match-Ups

Punisher Characters

Poking characters are best suited for fighting against punisher character types, which generally need an opening to punish to inflict big damage. Against a poking character, there are very few openings, because most attacks are fast and safe when blocked. Shinnok attacks from far enough away to make most of his attacks safe. This makes it very difficult for a punishing character to pull off any big combos. At the same time, poking characters don't have to worry much about being punished as long as they don't miss any attacks.

Worst Match-Ups

Ranged Character

Shinnok has a very good offense, but for the most part it's good only at midrange. Against a ranged character, Shinnok has a very hard time getting to midrange unless the opponent is also a midrange fighter. Because Shinnok is a midrange poking character, however, the ranged character would have the advantage even there. Shinnok doesn't have a great deal of offense at close-range, so he would essentially be a poking character forced to use a ranged offense against a ranged character.

Best Stages

Shinnok fights very well at midrange and has a few tricks up his sleeve from across the screen as well. He also has the ability to change position with his opponent to avoid a death trap. Add all this up, and Shinnok's best stages are the ones that give him plenty of room to fight at his optimum range and that also feature a death trap. Fight in the Subway, Hell's Foundry, and Bell Tower.

Worst Stages

Small stages with no death trap make Shinnok work much harder for each victory. He has a tough time getting to his ideal fighting range, and he can't rely on death traps for a quick win. Avoid fighting in the Sky Temple, Wastelands, Outworld Spire, Evil Tower, and Falling Cliffs.

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Shujinko

Character Type: Punisher

Long before Liu Kang won his first Mortal Kombat tournament, Shujinko had begun a quest to retrieve the Kamidogu for the Elder Gods. His journey took him to many realms, where he met many experienced warriors. Once he had gathered all of the Kamidogu, however, it was revealed that he had not been working for the Elder Gods. Instead, he had been working to revive Onaga, being manipulated by the One Being, a great force of evil.

Character Rating

Offense: 8	Ground Kombat: 7
Defense: 7	Aerial Kombat: 7
Weapon: 4	Overall: 7

Mantis Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Sideways Poke
↓+■	↓+X	Low Mantis Claw
▲	Y	Leaning Fingers
←+▲	←+Y	Mantis Takes Prey
↑+▲	↑+Y	Stone Column
↓+▲	↓+Y	Mantacut
×	A	Chest Kick
←+×	←+A	Sting Tap
↑+×	↑+A	Forceful Ball Kick
↓+×	↓+A	Low Kick
●	B	Leaping Mantis Legs
←+●	←+B	Long Sweep Kick
↑+●	↑+B	Upward Leg
→+●	→+B	Hidden Claws
↓+●	↓+B	Creeping Mantis
■,■	X,X	Deadly Bent Wrists
→+●,■	→+B,X	Stepping Mantis
■,■,■	X,X,X	Looking for Prey
■,■,▲	X,X,Y	Metal Mantis
■,■,×	X,X,A	Dead Center Kick

Mantis Style Ground Attacks (cont.)

PS2 Notation	Xbox Notation	Move
■,■,↑+×	X,X,↑+A	Stunning Prey
→+●,■,■	→+B,X,X	Hunting For Prey
→+●,■,×	→+B,X,A	Center Strikes
→+●,■,↑+×	→+B,X,↑+A	Clenching Stunning Prey
■,■,▲,←+▲	X,X,Y,←+Y	Old Timer
■,■,▲,●	X,X,Y,B	Scratch It Up
■,■,↑+×,L2	X,X,↑+A,L	Slicer Time
→+●,■,↑+×,L2	→+B,X,↑+A,L	Heavenly Blade
→+●,■,▲,←+▲	→+B,X,Y,←+Y	Old School Man
→+●,■,▲,●	→+B,X,Y,B	Diving Eagle

Mantis Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Over Head Air Toss
■	X	Fallout
▲	Y	Airborne
×	A	Straight Up
■,■	X,X	Flying Kick
▲,▲	Y,Y	Power Slam
×,×	A,A	Straight Forward
■,■,■	X,X,X	Gravity Strike
■,■,▲	X,X,Y	Toss Ya!
■,■,×	X,X,A	Ending It Now
×,×,▲	A,A,Y	Grounded
■,■,●	X,X,B	Air Death
×,×,×	A,A,A	Air Kick
×,×,●	A,A,B	Time to Hover

Dan Tien Dao Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Mountain Wind
←+■	←+X	Leg Tanker
↓+■	↓+X	Crouching Low Slice
▲	Y	Melon Slicer
↑+▲	↑+Y	Upward Moon Slice
↓+▲	↓+Y	Uppercut
×	A	Quick Cut
←+×	←+A	Leg Trip
↓+×	↓+A	Shin Cutter
●	B	Turning Side Kick

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Dan Tien Dao Style Attacks (cont.)

PS2 Notation	Xbox Notation	Move
↓+●	↓+B	Ankle Slice
■,■	X,X	Double Throat Cutter

Dan Tien Dao Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick
■,■,●	X,X,B	Shove It
×,×,×	A,A,A	Barrel Roll

Dan Tien Dao Style Air Attacks (cont.)

PS2 Notation	Xbox Notation	Move
×,×,●	A,A,B	Downward Spiral
×,×,■,■	A,A,X,X	It's All Over
■,■,×,×	X,X,A,A	Air Barrel
×,×,■,▲	A,A,X,Y	Back in Action
■,■,×,●	X,X,A,B	Boot Slam
×,×,■,●	A,A,X,B	Zero G

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Knee Popper
←,→+■	←,→+X	Throw Spear
↓,→+■	↓,→+X	Icy Breeze
↓,→+▲	↓,→+Y	Flaming Fist
→,→+▲	→,→+Y	Flying Jinko
↓,←+×	↓,←+A	Flip Scissor Kick
→,←+×	→,←+A	Slide
←,↓,←+●	←,↓,←+B	Opponent Slam
→,→+●	→,→+B	Bike Kicks

Best Combos

Mantis: Throw Spear, Old Timer, Scratch It Up (35% Damage)

Mantis: Old Timer, Opponent Slam, Scratch It Up (33% Damage)

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Dan Tien Dao: Throw Spear, Upward Moon Slice, Change Fighting Style, Scratch It Up (38% Damage)

Mantis: Knee Popper, Old Timer (32% Damage)

Offensive Strategies

Shujinko is an offensive powerhouse with the most special moves of any character in the game. Unlike Rain, who received special moves from some of the other ninjas but generally got the short end of the stick, Shujinko has had some of the best special moves in the game added to his arsenal. He has Scorpion's Bloody Spear (Throw Spear), Sub-Zero's Freeze Ball (Icy Breeze), and Ermac's Tele-Kinetic Slam (Opponent Slam), to name a few.

Since Shujinko has the Throw Spear, he fights very similarly to Scorpion. Stay at midrange or beyond and use the Throw Spear to punish opponents from a distance and follow up with a combo. You can also punish with the Opponent Slam from midrange, which leads into a combo as well. As a nice mix-up, the Slide hits opponents low and executes quickly from midrange, catching many opponents off guard.

From close range, punish with Shujinko's Knee Popper throw. This is one of the few throws in the game that allows you to follow up with a combo. If your opponent jumps back to get away from the throw, use the Throw Spear as your foe lands. You can also use Icy Breeze, but because Shujinko has the Throw Spear, there's no reason to use Icy Breeze because it only reduces the damage of any combo you use after the attack connects.

Defensive Strategies

Shujinko is a punishing character, which means his defensive strategy is almost identical to his offensive strategy. A smart opponent will try to keep you as close as possible to limit your punishing ability. If this happens, simply punish with the Knee Popper throw and use the accompanying combo to make your opponent think twice about closing in on you.

Stay in the Mantis fighting style, and after a parry, use the Old Timer and following combo to inflict a decent amount of damage. Hidden Claws is a good attack to use at close or midrange. It has a built-in sidestep and will evade many attacks if properly timed. If you connect with Hidden Claws, transition into Wrongful Monk II, and use any of the Old Timer combos, replacing Old Timer with Wrongful Monk II.

Best Match-Ups

Low Tier Characters

Punisher character types rely on the mistakes of their opponents to punish and inflict damage. One mistake, and one-third of an opponent's health bar is gone. Low tier character types have few safe attacks. If almost any of their attacks are blocked, punisher characters can inflict a good amount of damage. Low tier characters have a low win ratio against punisher characters.

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Worst Match-Ups

Poking Characters

Most punisher character types have trouble inflicting damage on opponents who play it very safe. Most of their attacks are built around countering blocked and missed attacks, and if you remove these two counter-attack options, punishers don't have much left to rely on. This is the primary reason poking character types give punishers a very hard time. The focus of a poking character is to play as safely as possible, using quick poking attacks. They also excel at close-range fighting, where missed attacks happen much less frequently. This greatly limits the offensive options available to punisher character types.

Best Stages

Shujinko doesn't need a lot of room to work, so he fights well in smaller stages. In addition, many of his punishing attacks will lead to combos that can knock an opponent into a death trap, if positioned correctly. Thus, Shujinko's best stages are small, with a death trap. Take the battle to the Armory, Battle Arena, Falling Cliffs, Lumber Mill, Sky Temple, Wastelands, or Outworld Spire.

Worst Stages

A few attacks in Shujinko's arsenal can be used from across the screen, but they're fairly difficult to use as punishment. If an opponent, stay away from Shujinko in a large stage—it can be difficult to catch him and inflict the damage necessary to win the fight. Avoid fighting on any large stages that do not have death traps, such as the Lin Kuei Palace, Netherrealm Cliffs, Edenian Ruins, Pyramid of Argus, Arctika, and Botan Jungle.

Sindel

Character Type: Punisher

Once Shao Kahn's loyal queen, Sindel received visions of her true past and turned against the former emperor of Outworld. Soon after, a new threat put Queen Sindel's realm of Edenia in peril. With the aid of her faithful ally Jade, she has traveled to Outworld to defeat the Dragon King and free her daughter Kitana from his control.

Character Rating

Offense: 6	Ground Kombat: 7
Defense: 6	Aerial Kombat: 5
Weapon: 7	Overall: 6

Zha Chuan Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Yoke Punch
←+■	←+X	Chest Clincher
↓+■	↓+X	Mantis Claw
▲	Y	Roaring Fist
↓+▲	↓+Y	Southern Uppercut
×	A	Rising Axe Kick
←+×	←+A	Twisting Sweep
↑+×	↑+A	Spring Leg
↓+×	↓+A	Low Spring Kick
●	B	Texas Sidekick
↓+●	↓+B	Slithering Foot
■,■	X,X	Moslim Fists
●,●	B,B	Spider Legs
■,■,■	X,X,X	Justice
■,■,▲	X,X,Y	Burning Fist
■,■,●	X,X,B	Southern Sidekicks
●,●,●	B,B,B	Cunning Killer
■,■,L2	X,X,L	Berzerker Edge

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Zha Chuan Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Over Head Air Toss
■	X	Ambush
▲	Y	Danger Swipe
×	A	Psycho Spin
■,■	X,X	Downward Swat
×,×	A,A	Tornado Twist
■,■,■	X,X,X	Take Off
■,■,▲	X,X,Y	Tear Down
■,■,×	X,X,A	Monsoon
×,×,■	A,A,X	Down Slash
■,■,●	X,X,B	Whipcrack
×,×,▲	A,A,Y	Flying Human
×,×,×	A,A,A	Air Sails
×,×,●	A,A,B	Flicker
■,■,×,▲	X,X,A,Y	Throwdown
×,×,■,■	A,A,X,X	Splashdown
■,■,×,×	X,X,A,A	Sailing Away
■,■,×,●	X,X,A,B	Whiplasher
×,×,■,●	A,A,X,B	Sinking Hero

Kwan Do Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Gauging Slash
↑+■	↑+X	Turning Amazon
↓+■	↓+X	Chin Cut
▲	Y	Head Chopper
←+▲	←+Y	Twisting Razor Staff
↑+▲	↑+Y	Tripping Razor Edge
↓+▲	↓+Y	Reaching Edge
×	A	Ranged Blade
←+×	←+A	Feet Cutter
↑+×	↑+A	Rising Kwan End
↓+×	↓+A	Whirlwind Chop
●	B	Liver Slice
↓+●	↓+B	Head Saw
■,←+×	X,←+A	Sindel's Edge
■,↑+×	X,↑+A	Ancient Secret
●,●	B,B	Cutting You Up
●,●,■	B,B,X	Slashing Queen
●,●,×	B,B,A	Keeping Distance

Kwan Do Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Powerhouse
▲	Y	Lucky Change
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Face Kicked
×,×	A,A	Wind Kick
■,■,■	X,X,X	Vicious Boots
■,■,▲	X,X,Y	Back Flip Kick
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Flip Back
■,■,●	X,X,B	Foot Grab
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Heel Toss
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Foot Assault

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Heel to the Gut
→,→+■	→,→+X	Banshee Scream
→,→+×	→,→+A	Star Screamer
←,→+■	←,→+X	Sliding Foot Grab

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Best Combos

Zha Chuan: Chest Clincher, Chest Clincher, Change Fighting Style, Keeping Distance (25% Damage)

Zha Chuan: Chest Clincher, Chest Clincher, Burning Fist (24% Damage)

Kwan Do: Turning Amazon, Keeping Distance (31% Damage)

Offensive Strategies

Sindel is a punishing character who can create a few openings for herself, but she relies on the mistakes of her opponents to get into her offensive flow. Stay between close and midrange and look for an opening. Sindel can punish with the Banshee Scream from inside midrange. This attack stuns the opponent, allowing Sindel to use any combo to take one-third of the opponent's health. If an opening does not present itself, use the Sliding Foot Grab to duck under high attacks and projectiles, and hit the opponent low. This catches opponents off guard and forces them to either back away or close the distance.

The Sliding Foot Grab isn't as effective at close range, but it can still be used if you anticipate a high attack. Otherwise, wait for a blocked unsafe attack and punish with the Chest Clincher and accompanying combo for decent damage. If the opponent takes the opposite route and increases the distance gap, go in pursuit. There isn't much Sindel can do from across the screen, so you must chase after your opponent and close the distance.

Defensive Strategies

On defense, it's all about waiting for the right opportunity to punish the opponent. At close range, Sindel can use the Chest Clincher to punish blocked attacks. You can also use it after a parry to inflict a moderate damage. If the opponent backs away to midrange, Sindel is ready to resume her normal offense, punishing with the Banshee Scream or the Sliding Foot Grab. You can also use the Sliding Foot Grab to knock an opponent into a death trap or stage hazard.

If the opponent heads across the screen to maximum range, there isn't much Sindel can do. The only long-range attack in her arsenal is the Star Screamer. While it moves at a rapid pace, it's easy to sidestep, and it's even easier for any character with a teleport to punish. Follow the opponent until you hit midrange and can start your normal offensive or defensive routine.

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Best Match-Ups

Low Tier Characters

Punisher character types rely on the mistakes of their opponents to punish and inflict damage. One mistake, and one-third of an opponent's health bar is gone. Low tier character types have few safe attacks. If any of their attacks are blocked, punisher characters can inflict a good amount of damage. Low tier characters have a low win ratio against punisher characters.

Worst Match-Ups

Ranged Characters

Most punisher characters have trouble with poking characters, because they stay at close range and use safe attacks. Sindel is less versatile than the usual punishing character in that she has a hard time fighting from long range. Any ranged character with a decent offense from long range can cause Sindel a great deal of trouble and make for a difficult battle.

Best Stages

Sindel has few options when it comes to long-range combat, but she can knock opponents into death traps and other environmental hazards with ease. Fighting on small stages with death traps increases Sindel's chances of victory. Fight on the Falling Cliffs, Armory, Battle Arena, Evil Tower, Sky Temple, and Wastelands.

Worst Stages

Sindel has a difficult time doing battle with most opponents on large stages with no death traps. Her lack of long-range punishing attacks makes this an especially difficult scenario, and the absence of the help of a death trap is worse. Avoid fighting on the Pyramid of Argus, Botan Jungle, Arctika, Lin Kuei Palace, Netherrealm Cliffs, and Edenian Ruins.

Smoke

Character Type: Ranged

Smoke started as a member of the Lin Kuei, the same ninja clan as Sub-Zero. Smoke tried to escape when his ally Sub-Zero fled the clan, but he was captured and turned into the prototype cyber-ninja LK-7T2. After Shao Kahn's invasion of Earth, Smoke was deactivated and left in the Outworld. Later he was found by Noob Saibot, who reactivated him. Noob is Smoke's new master.

Character Rating

Offense: 7	Ground Kombat: 4
Defense: 7	Aerial Kombat: 7
Weapon: N/A	Overall: 6

Mit Zu Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Lunge Attack
←+■	←+X	Thigh Break
↓+■	↓+X	Low Quick Claw
▲	Y	Rib Slap
→+▲	→+Y	Dual Upward Wrists
↓+▲	↓+Y	Cannon Uppercut
✕	A	Axe Kick
↓+✕	↓+A	Sneak Attack
●	B	Reaching Toe Poke
←+●	←+B	Dancing Foot
↑+●	↑+B	Shattering Kick
↓+●	↓+B	Low Flat Foot
■,■	X,X	Flowing Wing
■,▲	X,Y	Lunge Strikes
■,▲,→+▲	X,Y,→+Y	King Palms
■,■,✕	X,X,A	Lightning Axe Kick
■,▲,●	X,Y,B	Long Ranged Strike
■,▲,●,L2	X,Y,B,L	Spinning Pain

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Mit Zu Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Over Head Air Toss
■	X	Fallout
▲	Y	Airborne
×	A	Straight Up
■,■	X,X	Flying Kick
▲,▲	Y,Y	Power Slam
×,×	A,A	Straight Forward
■,■,■	X,X,X	Gravity Strike
■,■,▲	X,X,Y	Toss Ya!
■,■,×	X,X,A	Ending It Now
×,×,▲	A,A,Y	Grounded
■,■,●	X,X,B	Air Death
×,×,×	A,A,A	Air Kick
×,×,●	A,A,B	Time to Hover

Judo Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Suplex
←+■	←+X	Thrusting Palms
↓+■	↓+X	Low Palm Strike
▲	Y	Off Balance Throw
←+▲	←+Y	Standing Uppercut
↓+▲	↓+Y	Uppercut
×	A	Back Kick
←+×	←+A	Backwards Shin
↓+×	↓+A	Spinning Knee Kick
●	B	Snap Side Kick
←+●	←+B	Wheel Kick
↓+●	↓+B	Low Ankle Attack
●,●	B,B	Shinny Kicks
●,●,■	B,B,X	Kick Toss
●,●,▲	B,B,Y	Kicky Trip
●,●,×	B,B,A	Ground Work
●,●,←+▲	B,B,←+Y	Metral Fury

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Dizzy Knee
↓,←+■	↓,←+X	Stinky Cloud
←,→+▲	←,→+Y	Stinky Fingers
↑,↓+×	↑,↓+A	Play Dead
↓,→+×	↓,→+A	Robo-Punch
→,→+●	→,→+B	Smokey Cut

Best Combos

Mit Zu: Shattering Kick, Spinning Pain (35% Damage)

Mit Zu: Smokey Cut, Spinning Pain (35% Damage)

Judo: Metral Fury, Change Fighting Styles, Spinning Pain (26% Damage)

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Offensive Strategies

Smoke is best played from a distance. His Stinky Cloud, Stinky Fingers, Robo-Punch, and Smokey Cut work best at a distance. The Smokey Cut should be your primary offensive tool; you can execute it in the air or on the ground. Use this mid-jump to bait your enemy into attacking you while you're in the air; you can come up right behind your foe with the Smokey Cut. When this attack connects, go right into a combo with it for a decent amount of damage.

When you have to fight in close, switch to the Judo fighting style, and use the Suplex and Off Balance Throw to catch opponents while they block. Every once in a while, use the Dizzy Knee, and follow it up with Metral Fury. Your opponent can block after the Dizzy Knee, but if you use it sparingly in combination with the Suplex and Off Balance Throw, you may be able to catch your opponent by surprise and score some extra damage.

Defensive Strategies

On defense, Smoke does well. If an opponent catches you in a bad spot around a death trap or stage hazard, use his Play Dead teleport followed by Metral Fury or Shattering Kick, depending on the fighting style in which you are. You can also use the Sneak Attack, Dancing Foot, and Backwards Shin as low pokes to put a halt to your opponent's offense.

After a parry, go into either Metral Fury or Shattering Kick, depending on your stance. You can also attempt to trick your opponent after a parry by using the Stinky Cloud followed by Play Dead and Smokey Cut. This combination can trick even a smart opponent into getting caught by one of the three attacks, leading to solid damage.

Best Match-Ups

Poking Characters

Ranged character types excel at long-range combat. While some can also hold their own at close range, ranged character types are at their best from a distance. Poking character types require close-range combat to chip away at their opponent's health and force an opening for a combo. When fighting against a ranged character, it's difficult for a poking character to inflict damage. The ranged character works to keep a distance while the poking character tries to close the distance gap. In this battle over distance, the ranged character has a significant advantage.

Worst Match-Ups

Ranged Characters

The only character types that excel at ranged combat are other ranged character types. This makes every match-up between two ranged character types a difficult battle. Both characters keep themselves at a distance from the other, allowing each other to fight at the best attack range. This means that in a ranged-vs.-ranged battle, both characters use their best attacks from the ideal fighting distance. The winner is determined by the skill of the player, not the type of character being used.

Best Stages

Like most ranged character types, Smoke is best played at a distance. The main difference between Smoke and his near clone Noob is that Smoke doesn't fare as well up close as Noob does. To maximize your effectiveness with Smoke, fight on stages that give you lots of room with which to work. Fight in Goro's Lair, Hell, Pyramid of Argus, Arctika, Edenian Ruins, and Netherrealm Cliffs. These stages offer room for Smoke to work and to use his tricky special attacks to their fullest.

Worst Stages

In line with Noob, Smoke does not do well in stages with a lot of obstacles that impede his movement. His best attacks need to be executed at a distance to be effective. Smaller stages and stages with obstacles hinder Smoke's ability to work well at a distance. When playing as Smoke, avoid the Armory, Battle Arena, Evil Tower, Fire Well, Lumber Mill, Meteor Storm, Tekunin Prison, Reptile's Lair, Soul Chamber, Subway, and Wasteland.

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Sonya

Character Type: Poking

An officer of the Special Forces in Earth Realm, Sonya Blade came to Outworld at Raiden's request to combat the deadly alliance of Quan Chi and Shang Tsung, and to locate and rescue two of her missing agents, Cyrax and Kenshi. Though she never found them, she took part in the assault on Shang Tsung's palace. It is believed that Sonya died in the assault.

Character Rating

Offense: 7	Ground Kombat: 7
Defense: 5	Aerial Kombat: 5
Weapon: 5	Overall: 6

Tae Kwon Do Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Side Kick
←+■	←+X	Hook Kick
↓+■	↓+X	Setting Palm
▲	Y	Downward Axe Kick
←+▲	←+Y	Rolling Heel Kick
↓+▲	↓+Y	Peaceful Uppercut
×	A	Spinning Heel
←+×	←+A	Ankle Smash
↓+×	↓+A	Leg Tap
●	B	2-Hit Axe Kick
←+●	←+B	Nitro Kicks
↓+●	↓+B	Tapping Low Kick
■,■	X,X	Double Kicks
←+×,×	←+A,A	Reverse Take Out
●,←+×	B,←+A	Wild Boar
●,●	B,B	Clearness of Mind
■,■,←+▲	X,X,←+Y	Dead World
●,←+×,×	B,←+A,A	Wild Things
■,■,L2	X,X,L	Green Machine

Tae Kwon Do Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Over Head Air Toss
■	X	Ambush
▲	Y	Danger Swipe
×	A	Psycho Spin
■,■	X,X	Downward Swat
×,×	A,A	Tornado Twist
■,■,■	X,X,X	Take Off
■,■,▲	X,X,Y	Tear Down
■,■,×	X,X,A	Monsoon
×,×,■	A,A,X	Down Slash
■,■,●	X,X,B	Whipcrack
×,×,▲	A,A,Y	Flying Human
×,×,×	A,A,A	Air Sails
×,×,●	A,A,B	Flicker
■,■,×,▲	X,X,A,Y	Throwdown
×,×,■,■	A,A,X,X	Splashdown
■,■,×,×	X,X,A,A	Sailing Away
■,■,×,●	X,X,A,B	Whiplasher
×,×,■,●	A,A,X,B	Sinking Hero

Kali Sticks Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Quick Stick
←+■	←+X	Crushing Blow
→+■	→+X	Over Head Bash
↓+■	↓+X	Leg Hit
▲	Y	Face Smack
→+▲	→+Y	Dual Face Smack
↓+▲	↓+Y	Ducking Upward Poke
×	A	Low Thigh Hit
←+▲	←+A	Triple Cross Attacks
↑+×	↑+A	Dual Over Head Bash
↓+×	↓+A	Tapping Stick
←+●	←+B	Spinning Trip Kick
↓+●	↓+B	Scissor Hit
■,■	X,X	Blurry Sticks
■,■,▲	X,X,Y	Hard Hitting
■,■,→+▲	X,X,→+Y	Flashy Sticks
■,■,↑+×	X,X,↑+A	Channeling Power

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Kali Sticks Style Attacks (cont.)

PS2 Notation	Xbox Notation	Move
■,■,▲,●	X,X,Y,B	Kobra Fangs
■,■,▲,●,×	X,X,Y,B,A	Take Out
■,■,▲,●,←+×	X,X,Y,B,◀+A	Windy Pain
●	B	Side Kick
▲,●	Y,B	Twister Sticks
▲,●,×	Y,B,A	Twig Master
▲,●,←+×	Y,B,◀+A	False Truth

Kali Sticks Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Powerhouse
▲	Y	Lucky Change
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Face Kicked
×,×	A,A	Wind Kick
■,■,■	X,X,X	Vicious Boots
■,■,▲	X,X,Y	Back Flip Kick
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Flip Back
■,■,●	X,X,B	Foot Grab
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Heel Toss
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Foot Assault

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Lock Down
↓,←+■	↓,◀+X	Kiss of Death
↓,→+▲	↓,▶+Y	Armed Forces
↓,←+▲	↓,◀+Y	Face Planter
→,→+×	▶,▶+A	Flying Boots

Best Combos

Tae Kwon Do: Downward Axe Kick, Change Fighting Style, Windy Pain (34% Damage)

Kali Sticks: Over Head Bash, Windy Pain (33% Damage)
This combo will not execute in full near a wall.

Tae Kwon Do: Downward Axe Kick, Downward Axe Kick, Green Machine (27% Damage)

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Offensive Strategies

Sonya has a solid poking game and is one of the most versatile poking characters. Stay up close and in the Tae Kwon Do fighting style to be most effective. Sonya has a good number of low- and mid-hitting attacks; mix them up to be most effective. The Downward Axe Kick is one of her best mid attacks and will knock the opponent into the air for a combo. Wild Things is also a great mid attack combo that connects with a mid hit, followed by two low hits.

Mix in throws and low attacks with the mid hits to keep the opponent confused. Nitro Kicks is one of Sonya's best low attack combos—it starts off low and finishes with mid and high attacks. If the low hit connects, the rest of the combo will also hit. The Reverse Take Out is the second half of Wild Things and is another solid low attack. Use Sonya's throw only as a last resort if your opponent is blocking everything. It tosses the opponent across the screen, meaning that you'll have to get back to close-range before continuing your offense.

Defensive Strategies

On offense, Sonya is a nonstop flurry of attacks, but on defense she doesn't have much to rely on. Your primary focus on defense should be to get to close-range so you can continue your offensive assault. Armed Forces will knock any opponent who tries to jump you out of the air. Be prepared to use it any time you're at midrange or beyond. It can also get you out of a corner if your opponent is trying to knock you into a death trap or stage hazard. Unfortunately, if used at close-range it leaves Sonya too far away from the opponent to capitalize on the position switch.

If you're baiting for a parry at midrange, Flying Boots is a good punishment tool to use if the opponent misses an attack. You can also use Kiss of Death to stun the opponent, allowing you to run in for close-ranged combat. Be careful when using Kiss of Death, as it executes more slowly than most of Sonya's other attacks. After a parry, use the Downward Axe Kick and accompanying combo, then rush in to get back on the offensive.

Best Match-Ups

Punisher Characters

Poking characters are best suited for fighting against punisher characters, which generally need an opening to punish to inflict big damage. Against a poking character there are few openings because most attacks are fast and safe when blocked. This makes it very difficult for a punishing character to pull off any big combos. At the same time, poking characters don't have to worry much about being punished as long as they don't miss any attacks.

Worst Match-Ups

Ranged Character

A poking character type has a very good offense, but that offense is only good at close-range. A poking character has a very hard time getting close to a ranged character and starting the poking offense. While the poking character tries to close the gap between the two, the ranged character is working on maintaining distance. In the end, whichever character wins the distance game has the advantage, but it's a tough battle for poking characters.

Best Stages

Sonya excels at close-range combat, but has almost no offense when she gets out of close-range. Many of her poking attacks, however, will not knock an opponent into a death trap or stage hazard. It may take her some time to inflict a decent amount of damage, but it's harder for her to safely knock an opponent into a death trap. To give Sonya the best advantage, fight on stages that are small and have no death traps. These stages include Goro's Lair, Hell, Meteor Storm, Reptile's Lair, Soul Chamber, Reiko's War Room, Chamber of Daegon, and Shao Kahn's Throne Room.

Worst Stages

Sonya's worst stages give the opponent plenty of room to get out of her limited range, and have a death trap to knock Sonya into. Sonya can't fight very well outside of close-range and her ability to use death traps is limited. Avoid fighting on Hell's Foundry, Subway, and Bell Tower.

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Stryker

Character Type: Ranged

Kurtis Stryker was the leader of a riot control brigade in a large North American city. As one of the chosen Earth warriors, Stryker assisted in thwarting Shao Kahn's invasion. After the invasion, it's unknown what happened to Stryker. It is believed he survived the battles with Shao Kahn's minions and continued to assist the chosen Earth warriors.

Character Rating

Offense: 7	Ground Kombat: 7
Defense: 6	Aerial Kombat: 7
Weapon: 8	Overall: 7

Hua Chuan Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Thigh Punch
←+■	←+X	Long Arm Fist
↓+■	↓+X	Razor Hand
▲	Y	Fast Hammer Strike
↓+▲	↓+Y	Hammer Fist
×	A	Soaring Edge Hand
↓+×	↓+A	Low Mule Kick
●	B	Foot Plant
↓+●	↓+B	Creeping Leg
▲,←+■	Y,←+X	Face Plant
▲,▲	Y,Y	The Chop Shop
←+■,×	←+X,A	Face Chop
▲,▲,■	Y,Y,X	Chop Em Up
▲,▲,▲	Y,Y,Y	Blender Fists
▲,▲,×	Y,Y,A	Mayhem
▲,▲,L2	Y,Y,L	Dirty Fists

Hua Chuan Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Dead Meat
■	X	Cyclone
▲	Y	Blue Sky
×	A	Hovering Strike
■,■	X,X	Jab Me
×,×	A,A	Air Waves
■,■,■	X,X,X	Take It
■,■,▲	X,X,Y	Red Sky
■,■,×	X,X,A	Wavelength
■,■,●	X,X,B	Fallen Hero

Night Sticks Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Underarm Twirl
←+■	←+X	Overhead Smash
↑+■	↑+X	Inward Dual Strike
↓+■	↓+X	Crossing Low Strike
▲	Y	Head Basher
←+▲	←+Y	Razor Swipes
↓+▲	↓+Y	Cutting Uppercut
×	A	Crossing Tonfa
←+×	←+A	Crushing Side Blow
↓+×	↓+A	Low Snap Kick
●	B	Elbow End
←+●	←+B	Long Ranged Trip
↑+●	↑+B	Defensive Bash
↓+●	↓+B	Walking Short Kick
■,■	X,X	Underarm Slap
←+▲,▲	←+Y,Y	Head Knocker
←+▲,●	←+Y,B	Tonfa Steel End
←+▲,■	←+Y,X	Death Twirlz
←+▲,←+■	←+Y,←+X	Keeping Peace
←+▲,■,■	←+Y,X,X	Wonder Sticks
←+▲,●,●	←+Y,B,B	Twistin Stick to Elbows
←+▲,■,■,↑+■	←+Y,X,X,↑+X	Krazy Kop
●,●	B,B	Double Elbow
■,■,↑+■	X,X,↑+X	Dual Tonfa Snuff

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Night Sticks Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick
■,■,●	X,X,B	Shove It
×,×,×	A,A,A	Barrel Roll
×,×,●	A,A,B	Downward Spiral
×,×,■,■	A,A,X,X	It's All Over
■,■,×,×	X,X,A,A	Air Barrel
×,×,■,▲	A,A,X,Y	Back in Action
■,■,×,●	X,X,A,B	Boot Slam
×,×,■,●	A,A,X,B	Zero G

Special Moves

PS2 Notation	Xbox Notation	Move
R2	Blk	Hostile Approach
↓,←+■	↓,←+X	Low Grenade
↓,←+▲	↓,←+Y	High Grenade
←,→+▲	←,→+Y	Upward Gun Blast
←,→+×	←,→+A	Ground Gun Blast
↓,→+×	↓,→+A	Stun Gun

Best Combos

Hua Chuan: Face Plant, Change Fighting Style, Krazy Kop (29% Damage)

Hua Chuan: Face Plant, Face Chop (24% Damage)

Night Sticks: Overhead Smash, Krazy Kop (29% Damage)

Offensive Strategies

If you've chosen to play as Stryker, stay as far away from your opponent as possible. Most of Stryker's offense comes from his special moves and each of them (aside from his throw) is a projectile attack. Alternate between the two Gun Blast attacks and the two Grenade attacks. You cannot use Gun Blasts or Grenades back to back, but you can use a Gun Blast followed by a Grenade.

Stay far back and use the Low Grenade and Ground Gun Blast in conjunction with sidewalking to keep your opponent away. If your opponent attempts to jump at you, use the High Grenade or Upward Gun Blast to knock your foe right out of the air. If your opponent closes in on you, switch to your Night Sticks, and use the Long Ranged Trip to hold your opponent off while you get back to maximum range.

Defensive Strategies

Stryker's defensive strategy is similar to his offensive strategy. Aside from following parries and punishing blocked attacks with the Face Plant (which leads right into a damaging combo), you won't be able to do much at close range. Block up close and wait for an opportunity to punish or slip in a Long Arm Fist. This forces your opponent to the ground and allows you to jump back to your best range. Follow this with a Low Grenade to keep your opponent at bay, and go back on the offensive.

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Best Match-Ups

Poking Characters

While some ranged characters can hold their own at close range, ranged character types are at their best from a distance. Poking character types require close-range combat to chip away at their opponent's health and force an opening for a combo. When fighting against a ranged character, it's difficult for a poking character to inflict damage. The ranged character works to keep at a distance while the poking character closes the distance gap. In this battle over distance, the ranged character has a significant advantage.

Worst Match-Ups

Punisher Characters

Normally the worst match-up for a ranged character type is another ranged character type. Stryker is an exception to the rule. Because a vast majority of Stryker's offense comes from across the screen, he has to stay at that range to be effective. Many punisher characters have a punishing teleport attack. This kills Stryker, because the punishing character can stop him from using his projectile attacks, thus shutting down his offensive.

Best Stages

All Stryker needs to be successful in combat is room in which to work. He doesn't need death traps or stage hazards as long as he has plenty of open room to keep his opponent at maximum range. The best stages to play Stryker on are the Pyramid of Argus, Botan Jungle, Arctika, Netherrealm Cliffs, Shinnok's Spire, and Edenian Ruins. These stages give Stryker plenty of room to move around in and have no death traps.

Worst Stages

Any stage that limits Stryker's movement or where he can be cornered near a stage hazard or death trap is bad for him. Stay away from fighting in the Fire Well, Hell's Foundry, Lumber Mill, Sky Temple, Outworld Spire, Armory, and Battle Arena. These stages have a small surface area and feature a death trap. This combination is fatal to Stryker.

Sub-Zero

Character Type: Low Tier

The Sub-Zero here is actually the younger brother of the original Sub-Zero. This new Sub-Zero is aligned on the side of good and fights against Onaga and the evil forces of Outworld and the Netherrealm. He is protected by Scorpion, the specter who killed his older brother.

Character Rating

Offense: 4	Ground Kombat: 4
Defense: 3	Aerial Kombat: 6
Weapon: 7	Overall: 5

Shotokan Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Spear Blast
←+■	←+X	Elbow Strike
↓+■	↓+X	Lower Knee Strike
▲	Y	Sword Hand Strike
←+▲	←+Y	Mountain Punch
↓+▲	↓+Y	Rising Jackhammer
×	A	Rising Thrust Kick
→+×	→+A	Side Snap Kick
↓+×	↓+A	Low Snap Kick
●	B	Thrust Kick
←+●	←+B	Toe Charge
↓+●	↓+B	Low Strike
■,■	X,X	Cold As Ice
■,▲	X,Y	Super Chopper
×,→+×	A,→+A	King's Crown
■,■,■	X,X,X	Triple Threat
■,▲,←+■	X,Y,←+X	Cloud Hands
■,▲,←+▲	X,Y,←+Y	Iron Horse
■,■,×	X,X,A	Cold Feet
■,■,●	X,X,B	Cheap Cold Shot
■,▲,●	X,Y,B	Icy Pain
■,■,×,▲	X,X,A,Y	Deep Chop

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Shotokan Style Attacks (cont.)

PS2 Notation	Xbox Notation	Move
■,■,×,←+▲	X,X,A,⊙+Y	Peaceful Mind
■,■,×,→+×	X,X,A,⊙+A	Top High Kicks
■,■,×,L2	X,X,A,L	Spiked Blade
×,←+▲	A,⊙+Y	Uprising Hero

Shotokan Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Over Head Air Toss
■	X	Fallout
▲	Y	Airborne
×	A	Straight Up
■,■	X,X	Flying Kick
▲,▲	Y,Y	Power Slam
×,×	A,A	Straight Forward
■,■,■	X,X,X	Gravity Strike
■,■,▲	X,X,Y	Toss Ya!
■,■,×	X,X,A	Ending It Now
×,×,▲	A,A,Y	Grounded
■,■,●	X,X,B	Air Death
×,×,×	A,A,A	Air Kick
×,×,●	A,A,B	Time to Hover

Kori Blade Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Overhead Swing
←+■	⊙+X	Spinning Slash
↑+■	⊙+X	Overhead Pike
↓+■	⊙+X	Downward Stab
▲	Y	Blade Lunge
←+▲	⊙+Y	Icy Lift
↓+▲	⊙+Y	Kori Uppercut
×	A	Frosty Slash
←+×	⊙+A	Sweeping Steel
↓+×	⊙+A	Thigh Ripper
●	B	Back Kick
←+●	⊙+B	Sweep Kick
↓+●	⊙+B	Crouching Slash

Kori Blade Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Thrash Out
▲	Y	Bogie
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Rebel
×,×	A,A	Airborne Kick
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Spinning Attack
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Somersault
■,■,●	X,X,B	Flip Down
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Pincer Throw
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Zero Gravity

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Rib Breaker
↓,←+■	⊙,⊙+X	Ice Clone
↓,→+×	⊙,⊙+A	Freeze Ball
←,→+●	⊙,⊙+B	Cold Shoulder
↓,↑+▲	⊙,⊙+Y	Icy Pillar

Best Combos

Shotokan: Iron Horse, Spiked Blade (29% Damage)

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Shotokan: Iron Horse, Deep Chop (28% Damage)

Shotokan: Mountain Punch, Spiked Blade (27% Damage)

Kori Blade: Icy Lift, Change Fighting Style, Spiked Blade (31% Damage)

Kori Blade: Icy Lift, Change Fighting Style, Deep Chop (30% Damage)

Offensive Strategies

This icy-blue ninja suffers from a severe lack of attacks that can knock an opponent into the air safely. His primary offensive attacks are his Icy Lift, Mountain Punch, and Peaceful Mind. If any of these attacks are blocked, your opponent can counter with ease.

Stand back and wait for your opponent to make a mistake you can capitalize on with your unsafe attacks. Be patient, relying on quick pokes like Bitter Blade or Spinning Slash. What little offense Sub-Zero possesses comes from the Kori Blade style, so stay in it as much as possible to get the most out of every mistake your opponent makes.

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Defensive Strategies

To do well with Sub-Zero, focus on your defense. Sub-Zero is not a punishing character, but you'll still have to make do with what you have and focus on punishing any and all mistakes your opponent makes. After a successful parry, use the Icy Lift or Mountain Punch to launch your opponent into the air and execute a combo.

Stay close to your opponent, but far enough away to avoid attacks. At this range, you can punish better. If you get farther out of that range, you can also punish with the Cold Shoulder. This attack does minimal damage and should be used only if you're too far away to land an Icy Lift or Mountain Punch. If your opponent jumps at you, use the Ice Clone, freeze your foe, and go back on the offensive.

Best Match-Ups

Low Tier Characters

Unfortunately for low tier character types, they have a hard time fighting against any other character type. Other low tier character types are their best match-ups because they are evenly matched. In a battle between low tier character types, the winner is the character who can wait the longest. Because most low tier character types have few safe attacks, whoever gets the first block or parry can counterattack and inflict damage.

Worst Match-Ups

Power Characters

While low tier character types have a hard time against every other character type, they have the hardest time against power characters. A low tier character, forced to attack, can be punished only to a certain extent against most other character types. A power character, however, can punish a low tier character by inflicting upwards of 50 percent damage with one counterattack. This can devastate a low tier character, who may be forced into an extremely difficult match-up.

Best Stages

Sub-Zero doesn't have much to work with, so he needs to let the stages do some of the work for him. His best stages are the Armory, Battle Arena, Lumber Mill, Wasteland, Outworld Spire, and Evil Tower. On these stages, Sub-Zero can get his opponent to a death trap or stage hazard with minimal effort. After you have your opponent positioned correctly, takes only one mistake to finish your foe off using one of the combos listed here.

Worst Stages

You have an uphill battle if you've chosen to play Sub-Zero, but your hands are tied if you get placed on a stage that doesn't allow you to position him correctly to take advantage of the few openings you may get. These stages are Goro's Lair, Hell, Pyramid of Argus, Meteor Storm, Tekunin Prison, Soul Chamber, Scorpion's Lair, and Edenian Ruins. If you end up on any of these stages, do your best to keep your distance and punish when you can.

Tanya

Character Type: Punisher

Given the choice between allegiance to Onaga and death, Tanya swore to serve the Dragon King. She helped the Outworld lord find important information needed to complete his konquest of the realms. She led Onaga to Edenia, where there is information that will assist Onaga in his ultimate goal.

Character Rating

Offense: 6	Ground Kombat: 6
Defense: 7	Aerial Kombat: 6
Weapon: 6	Overall: 6

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Yue Chuan Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Death Knuckle
←+■	←+X	Wide Arm Palm
↓+■	↓+X	Grasping Palm
▲	Y	Forearm Strike
↓+▲	↓+Y	Uppercut
×	A	Stomach Palm
↓+×	↓+A	Low Freaky Kick
●	B	Side Kicker
←+●	←+B	Low Turning Kick
↓+●	↓+B	Quick Low Kick
■,■	X,X	Knuckle Punches
▲,←+■	Y,←+X	Finishing Touch
×,▲	A,Y	Lucky Tricks
×,×	A,A	Power Heels
●,●	B,B	Yellow Tail
■,■,■	X,X,X	Knuckle Master
■,■,▲	X,X,Y	Let's Dance
×,▲,←+■	A,Y,←+X	Savage Hands
×,▲,L2	A,Y,L	Triple Strike Change
×,▲,L2,●	A,Y,L,B	Passion of Stikes

Yue Chuan Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Flip Throw
■	X	War Cry
▲	Y	Smash Down
×	A	Gut Kick
■,■	X,X	Downward Swat
■,■,■	X,X,X	Downward End
■,■,▲	X,X,Y	Swipe
■,■,×	X,X,A	Hovering Kick
×,×,■	A,A,X	Swat Team
×,×,▲	A,A,Y	Power Down
■,■,●	X,X,B	Crashing Wind
×,×,×	A,A,A	Spinning Wheels
×,×,●	A,A,B	End Times
×,×,■,■	A,A,X,X	Downtime
■,■,×,×	X,X,A,A	Pinwheel
■,■,×,●	X,X,A,B	Bounceback
×,×,■,●	A,A,X,B	This is the End

Kobu Jutsu Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Underarm Twirl
←+■	←+X	Overhead Smash
↑+■	↑+X	Inward Dual Strike
↓+■	↓+X	Crossing Low Strike
▲	Y	Head Basher
←+▲	←+Y	Razor Swipes
↓+▲	↓+Y	Cutting Uppercut
×	A	Crossing Tonfa
←+×	←+A	Crushing Side Blow
↓+×	↓+A	Low Snap Kick
●	B	Elbow End
←+●	←+B	Long Ranged Trip
↑+●	↑+B	Defensive Bash
↓+●	↓+B	Walking Short Kick
■,■	X,X	Underarm Slap
←+▲,■	←+Y,X	Heat Strikes
←+▲,←+■	←+Y,←+X	Tonfa Bashing
←+▲,▲	←+Y,Y	Head Knocker
←+▲,●	←+Y,B	Tonfa Steel End
●,●	B,B	Yellow Sticks
■,■,↑+■	X,X,↑+X	Dual Tonfa Snuff
←+▲,■,■	←+Y,X,X	Mad Momma
←+▲,●,●	←+Y,B,B	Vengence Strikes
←+▲,■,■,↑+■	←+Y,X,X,↑+X	Cloud Stars

Kobu Jutsu Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Downfall
▲	Y	Lucky Change
×	A	Marked Humanoid
●	B	Spinning Feet Grab
■,■	X,X	Stinky Air
×,×	A,A	Hyper Gust
■,■,■	X,X,X	Fresh Air
■,■,▲	X,X,Y	Air Slinky
■,■,×	X,X,A	Airway
×,×,■	A,A,X	Gut Kick
■,■,●	X,X,B	Shove It
×,×,×	A,A,A	Barrel Roll
×,×,●	A,A,B	Downward Spiral

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Kobu Jutsu Style Air Attacks (cont.)		
PS2 Notation	**Xbox Notation**	**Move**
×,×,■,■	A,A,X,X	It's All Over
■,■,×,×	X,X,A,A	Air Barrel
×,×,■,▲	A,A,X,Y	Back in Action
■,■,×,●	X,X,A,B	Boot Slam
×,×,■,●	A,A,X,B	Zero G

Special Moves		
PS2 Notation	**Xbox Notation**	**Move**
R2	BLK	Front Slip
→,→+×	→,→+A	Human Cannon Drill
↓,↑+▲	↓,↑+Y	Air Fire Blast
↓,←+▲	↓,←+Y	Surging Blast
↓,←+●	↓,←+B	Split Flip Kick
↑,↓+■	↑,↓+X	Find Me

Best Combos

Yue Chuan: Let's Dance, Change Fighting Style, Cloud Stars (34% Damage)

Yue Chuan: Let's Dance, Passion of Stikes (31% Damage)

Kobu Jutsu: Human Cannon Drill, Mad Momma (32% Damage) The Human Cannon Drill cannot connect at close range to perform this combo.

Kobu Jutsu: Defensive Bash, Cloud Stars (31% Damage)

Offensive Strategies

Tanya is a punishing character who has a difficult time initiating her offense. Her best attack distance is midrange, where she can punish with the Human Cannon Drill and the Split Flip Kick. Use the Human Cannon Drill as your primary punishing attack from this range to inflict decent damage from the accompanying combo. The Split Flip Kick is a decent punishing attack because it leaves Tanya long, which makes it difficult for opponents to counterattack, but the Human Cannon Drill does more damage.

If you fight at close range, wait for a blocked unsafe attack and punish with Defensive Bash or Let's Dance, depending on your fighting style. Tanya can inflict up to 37 percent damage with her combos from Yue Chuan, so that should be your preferred stance at close range.

From a distance, use Find Me to go invisible and make it difficult for your opponent to detect you. Once invisible, alternate between the Air Fire Blast from midrange and the Surging Blast from long range to keep your opponent confused. With proper timing, the Air Fire Blast evades your opponent's projectile attacks, making it useful while invisible.

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Defensive Strategies

On defense your primary goal should be to get as far away from the opponent as possible so you can use Find Me. Once Tanya is invisible, it is very difficult for the opponent to continue an offense. If you cannot get far enough away from your opponent to use Find Me, wait at midrange for a punishing opportunity to use the Human Cannon Drill or the Split Flip Kick.

From close range, bait for a parry or wait for a blocked unsafe attack and punish with Defensive Bash or Let's Dance. The combo after either of these attacks leaves Tanya far enough away to use Find Me and continue on the offensive.

Best Match-Ups

Low Tier Characters

Punisher character types rely on the mistakes of their opponents to punish and inflict damage. One mistake, and one-third of an opponent's health bar is gone. Low tier character types have few safe attacks. If almost any of their attacks are blocked, punisher characters can inflict a good amount of damage. Low tier characters have a low win ratio against punisher characters.

Worst Match-Ups

Poking Characters

Most punisher character types have trouble inflicting damage on opponents who play it safe. Most of their attacks are built around countering blocked and missed attacks, and if you remove these two counterattack options, punishers don't have much left on which to rely. This is the primary reason poking character types give punishers a hard time. The focus of a poking character is to play safely, using quick poking attacks. They also excel at close-range fighting, where missed attacks happen less frequently. This limits the offensive options available to punisher character types.

Best Stages

Tanya can fight well from any range, but she's at her best when she can move between close range and long range. Large stages suit Tanya, and because her ranged punishing attacks do not knock opponents into death traps, stages without environmental hazards are also advantageous for her. Take the battle to the Edenian Ruins, Netherrealm Cliffs, Lin Kuei Palace, Arctika, Botan Jungle, and Pyramid of Argus.

Worst Stages

When Tanya is stuck at close range with a death trap nearby, she's at a disadvantage. Avoid small stages with death traps to boost your win percentage with Tanya. Avoid fighting on Sky Temple, Wastelandss, Outworld Spire, Armory, Battle Arena, Evil Tower, and Falling Cliffs.

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Taven

Character Type: Punisher

A half-God and son of the protector of Edenia, Taven and his brother Daegon have been given the task of saving the realms from Armageddon. Taven was sent to Earth until the time came to fulfill his quest. He was later awakened and instructed to train and eventually do battle with Blaze. If Taven defeats Blaze, he will become a full god and protector of Edenia. His victory over Blaze will also decide the fate of the other combatants.

Character Rating

Offense: 7	Ground Kombat: 6
Defense: 6	Aerial Kombat: 5
Weapon: 2	Overall: 6

Gold Dragon Style Ground Attacks

PS2 Notation	Xbox Notation	Move
■	X	Face Hit
←+■	←+X	Chin Elbow
↓+■	↓+X	Thigh Punch
▲	Y	Crushing Elbow
←+▲	←+Y	Head Crusher
↓+▲	↓+Y	Hammer Uppercut
×	A	Turning Kick
←+×	←+A	Forceful Leg
↓+×	↓+A	Back Sweep
●	B	Long Range Ankle Strike
←+●	←+B	Spinning Dragon
↓+●	↓+B	Front Sweep
■,■	X,X	Twisting Elbow
▲,×	Y,A	2-Hit Pain
■,■,■	X,X,X	Helmet Punch
■,■,←+■	X,X,←+X	Face Blaster
■,■,▲	X,X,Y	Funky Spins
■,■,×	X,X,A	Power Foot
■,■,▲,L2	X,X,Y,L	Dragonkin

Gold Dragon Style Air Attacks

PS2 Notation	Xbox Notation	Move
●	B	Over Head Air Toss
■	X	Ambush
▲	Y	Danger Swipe
×	A	Psycho Spin
■,■	X,X	Downward Swat
×,×	A,A	Tornado Twist
■,■,■	X,X,X	Take Off
■,■,▲	X,X,Y	Tear Down
■,■,×	X,X,A	Monsoon
×,×,■	A,A,X	Down Slash
■,■,●	X,X,B	Whipcrack
×,×,▲	A,A,Y	Flying Human
×,×,×	A,A,A	Air Sails
×,×,●	A,A,B	Flicker
■,■,×,▲	X,X,A,Y	Throwdown
×,×,■,■	A,A,X,X	Splashdown
■,■,×,×	X,X,A,A	Sailing Away
■,■,×,●	X,X,A,B	Whiplasher
×,×,■,●	A,A,X,B	Sinking Hero

Drakesword Style Attacks

PS2 Notation	Xbox Notation	Move
■	X	Dragon Slice
←+■	←+X	Fast Head Blow
↓+■	↓+X	Thigh Slash
▲	Y	Upward Swing
←+▲	←+A	Swing Blast
↓+▲	↓+Y	2-Handed Uppercut
×	A	Overhead Smash
←+×	←+A	Leg Trip
↓+×	↓+A	Foot Chopper
●	B	Power Kick
↓+●	↓+B	Toe Hook
■,■	X,X	Does It Hurt
▲,▲	Y,Y	Chop It Up
▲,▲,■	Y,Y,X	Head Blades
■,■,×	X,X,A	Angry Edge
■,■,●	X,X,B	Drake Power
▲,▲,■,■	Y,Y,X,X	Furious Pain

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Drakesword Style Air Attacks

PS2 Notation	Xbox Notation	Move
■	X	Powerhouse
▲	Y	Lucky Change
×	A	Long Legs
●	B	Spinning Feet Grab
■,■	X,X	Face Kicked
×,×	A,A	Wind Kick
■,■,■	X,X,X	Vicious Boots
■,■,▲	X,X,Y	Back Flip Kick
■,■,×	X,X,A	Lucky Wind
×,×,▲	A,A,Y	Flip Back
■,■,●	X,X,B	Foot Grab
×,×,×	A,A,A	Boot To The Face
×,×,●	A,A,B	Heel Toss
■,■,×,×	X,X,A,A	Guiding Light
■,■,×,●	X,X,A,B	Foot Assault

Special Moves

PS2 Notation	Xbox Notation	Move
R2	BLK	Gold Dragon Lock
↓,→+■	↓,→+X	Inner Fire
↑,↓+×	↑,↓+A	Ring of Hatred
→,→+▲	→,→+Y	Godly Charge
↓,←+■	↓,←+X	Speed of Light

Best Combos

Gold Dragon: Chin Elbow, Dragonkin (31% Damage)

Gold Dragon: Dragonkin, Dragonkin (30% Damage)

Drakesword: Swing Blast, Change Fighting Style, Dragonkin (32% Damage)

Offensive Strategies

If not for Taven's ability to punish attacks with Godly Charge and Speed of Light, he would have been classified as a power character. His highest-damaging combo will inflict 43 percent damage on an opponent and is relatively easy to pull off at close range. Taven also has a few ranged attacks that force his opponent to fight a close combat battle, allowing Taven to use his best combo.

When fighting from across the screen at maximum range, use the Ring of Hatred to lure your opponent into a close combat battle. Ring of Hatred cannot be blocked, so the only way to avoid it is to jump. If you wish to keep your opponent away, use Inner Fire in conjunction with Ring of Hatred to make it difficult for your opponent to close the distance gap.

At midrange, punish attacks with the Godly Charge and Speed of Light. Both attacks execute quickly and are excellent punishing tools at midrange. Your opponent can't back up because of Taven's long-range abilities. Your opponent has to close the distance, allowing you to punish with the Chin Elbow or Swing Blast and following combos to inflict 31 and 32 percent damage respectively and put your opponent in a bad position.

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Defensive Strategies

On defense, all you have to do is wait out your opponent. At close range, any mistake your opponent makes can be countered with the Chin Elbow or Swing Blast to drain nearly one-third of your foe's health bar. At midrange, your opponent will have to be cautious to avoid the Speed of Light and Godly Charge. Any hesitation, and you can use the Ring of Hatred to force action. The Ring of Hatred also comes in handy at long range to force your opponent into making a move or into playing keep-away.

Best Match-Ups

Low Tier Characters

Punisher character types rely on the mistakes of their opponents to punish and inflict damage. One mistake, and an opponent loses one-third of the health bar. Low tier character types have few safe attacks. If almost any of their attacks are blocked, punisher characters can inflict a good amount of damage. Kobra may not be able to inflict as much damage as some of the other punisher characters, but he is still favored in this match-up.

Worst Match-Ups

Poking Characters

Most punisher character types have trouble inflicting damage on opponents who play it very safe. Most of their attacks are built around countering blocked and missed attacks, and if you remove these two counter-attack options, punishers don't have much left to rely on. This is the primary reason poking character types give punishers a very hard time. The focus of a poking character is to play as safely as possible, using quick poking attacks. They also excel at close-range fighting, where missed attacks happen much less frequently. This greatly limits the offensive options available to punisher character types.

Best Stages

Taven's Speed of Light attack will hit an opponent from a full screen away and will knock a foe who is correctly positioned into a death trap. So Taven's best stage, hands down, is Falling Cliffs. It's the smallest stage in the game, and Taven can connect the Speed of Light from almost anywhere on it. An opponent who is anywhere near the edge is killed instantly.

Worst Stages

It's hard to pinpoint a single stage that Taven performs poorly on. Out of the stages that cater to Taven, the worst of these stages would be areas that have no death trap and a lot of room to move around. On these stages, opponents can stay far away from Taven without the fear of being knocked into a death trap. Avoid fighting in the Edenia Ruins, Netherrealm Cliffs, Lin Kuei Palace, Arctika, Botan Jungle, and Pyramid of Argus.

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